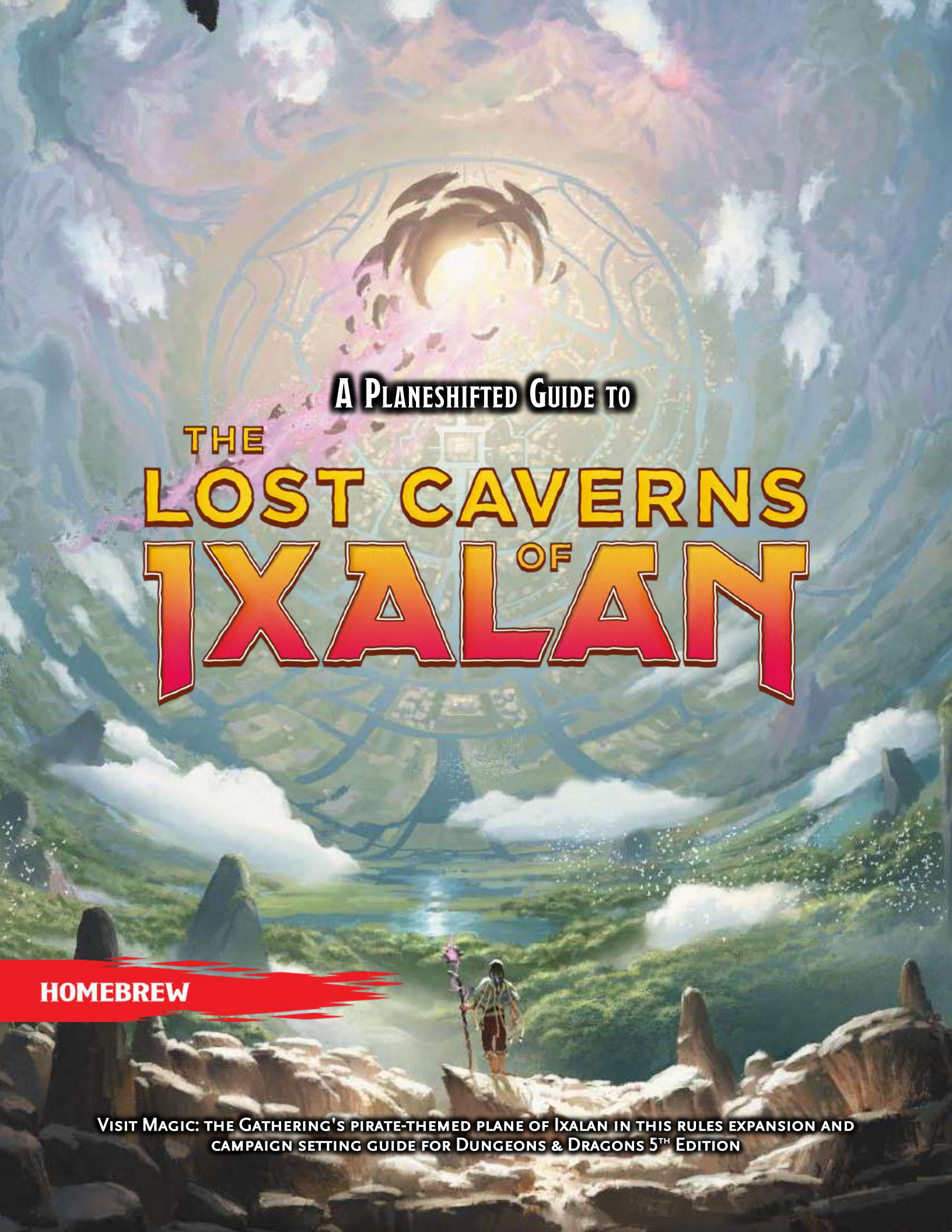

A Planeshifted Guide to

The Lost Caverns of Ixalan

HOMEBREW

Visit Magic: the Gathering's pirate-themed plane of Ixalan in this rules expansion and campaign setting guide for Dungeons & Dragons 5th Edition

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The following resources provided material and inspiration:
The MTG Wiki
Plane Shift: Ixalan
A Planeswalker's Guide to Ixalan, Part 1 and Part 2
A Planeswalker's Guide to the Lost Caverns of Ixalan
Magic: the Gathering cards from the Ixalan, Rivals of Ixalan, and Lost Caverns of Ixalan sets.

Technical Resources:
Detect Balance Spreadsheet for Custom Races by u/jwbjerk
D&D Watercolor Stains by Jared Ondricek

Other Planeshifted Guides:
Eldraine, inspired by fairy tales and legends
New Capenna, inspired by 1920s America, mobster films, and art deco
Kamigawa: Neon Dynasty, inspired by cyberpunk and Japanese culture
Unfinity, inspired by retro sci-fi
Phyrexia, inspired by biomechanical horror
Kaldheim, inspired by Norse mythology
Tarkir, inspired by dragons and east asian cultures
Ikoria, a mutation monster manual
Amonkhet, inspired by ancient Egypt
Ixalan, inspired by pirates and mesoamerica
Innistrad, inspired by gothic horror
Lorwyn-Shadowmoor,inspired by celtic mythology

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- Version 2.0 - Caverns update
  - Reworked source code
  - Added introduction
  - Added location info
  - Rebalanced existing races
  - Added 7 new races
  - Reworkd faction renown
  - Updated class suggestions
  - Reworked backgrounds
  - Added 3 new spells
  - Added 13 new items
  - Rebalanced jade items
  - Added bestiary section
- Version 1.1
  - Added benefits to faction renown tables
  - Reworded vampire Rite of Redemption note
- Version 1.0
  - Soft Release
- Version 0.3
  - Custom theme added
- Version 0.2
  - Finished Magic Items
  - Finished Vehicle stats
  - Adjusted Dinosaur Egg mechanics
- Version 0.1
  - Patreon Release

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Welcome to Ixalan

Ixalan is a pan-Mesoamerican-inspired plane full of uncharted jungles where dangerous beasts, magnificent ruins, and lost treasures lie waiting to be discovered. It is a hollow world full of miles of caverns that lead to an inner core. Dinosaurs, pirates, vampires, and merfolk race to the center to uncover the secrets of the magic cosmium ore.

About Magic: the Gathering

Magic: the Gathering is a collectible trading card from the creators of *Dungeons & Dragons*, Wizards of the Coast. Players play by casting spells and summoning creatures to fight their opponents. Each set of cards represents magic and creatures from a particular plane of existence in the Magic multiverse.

About this Book

This book is an in-depth guide to using Magic: the Gathering's plane of Ixalan as a setting for a *Dungeons & Dragons* 5th edition campaign. It guides players and the Dungeon Master through the process of creating characters and adventures set in this world. It is intended to update and replace the original *Plane Shift: Ixalan*, and is divided into the following sections.

Chapter 1 provides an overview to life on Ixalan, including introductions to factions, religions, calendar, cuisine, and the magic resource cosmium.

Chapter 2 provides details to the geography of Ixalan and beyond, with a host of interesting locations to explore.

Chapter 3 provides information about the factions of Ixalan and its caverns, and presents rules for using renown to track characters' standing with these factions across a campaign.

Chapter 4 details how to create Ixalan characters. It offers race options, background options, and suggestions for tying class options into the cultures of Ixalan.

Chapter 5 includes new spells available to Ixalan spellcasting characters.

Chapter 6 includes magic items and other treasures for an Ixalan campaign.

Chapter 7 provides rules for ship sailing as well as statistics and illustrations for various seafaring vessels.

Chapter 8 presents new monsters and NPCs drawn from the world of Ixalan to add challenges to your campaign.

Life on Ixalan

This sections offers an overview of life on Ixalan, including brief introductions to the plane's factions (which are expanded on in chapter 3). Whatever a character's origin, a native of Ixalan would be familiar with its dating systems, local cuisine, religions, and resources.

Factions

The surface of Ixalan is embroiled in conflict between various factions. The Legion of Dusk is a nation of vampires from the eastern continent Torrezon. It has claimed territory in the south of the western continent, Ixalan, which is under the control of the human Sun Empire and merfolk River Heralds. In the seas, the Brazen Coalition of pirates plunder the other factions' vessels.

But that is only half the story. Deep below the surface is a tribe of jaguarfolk called the Malamet who defend their borders against the mycoids, a gestalt fungal intelligence. They are sometimes aided in this fight by the deep goblins. And even farther below is Ixalan's core, where, the ancient Oltec civilization were recently discovered and tentatively begin trade with the surface nations.

Religion

The Sun Empire worships the sun in three aspects, collectively referred to as the Threefold Sun. *Kinjalli* is the Wakening Sun, who created humans from clay and baked them with the sun's warmth. It is associated with order and structure, as well as the rainy season. It is the patron of the empire's founder. *Tilonalli* is the Burning Sun, associated with ferocity, fire, passion, anger, love, as well as the hot season.

Ixalli is the Verdant Sun, who fosters growth in all things. It is associated with fertility and community, and associated with the cold season. Sanctified dead are said to return to Ixalli's embrace. The faith of the Sun Empire is steered by an Apex Priest from the temple city of Otepec, which is currently being rebuilt.Avatars of the Threefold Sun manifest as mighty dinosaurs. Because of the Sun's three aspects, the number three hundred is considered sacred in the Sun Empire.

The Oltec recognize the Sun Empire's Threefold Sun but do not praise it or its aspects as their chief deity; indeed, the Threefold Sun is but one expression of the Oltec progenitor god, Chimil, who is herself but one of a pantheon of gods. Chimil is the sun of the Core, different from the surface's sun. There are no temples dedicated to Chimil among the Oltec, as they worship her openly by looking at her.

The Oltec pantheon includes the Deep Gods, believed to be the first children of Chimil. At the top of their hierarchy is Ojer Taq, the god of civilization, followed by Ojer Pakpatiq, the god of cyclical time. The other progenitor deities are Ojer Axonil, the god of might, and Ojer Kaslem, the god of life.

The Legion of Dusk worships Aclazotz, the bat god of night, as the father of all vampires. The Oltec refer to Aclazotz as the Great Betrayer, as Aclazotz only rose to power by devouring the fifth Ojer child of Chimil. Aclazotz was imprisoned in the Core but recently freed by fanatical vampires. He currently plots to use vampires loyal to him to plunge Ixalan's surface into eternal night.

To the malamet jaguarfolk, their king is their god to be worshiped and obeyed. The deep goblins who work with malamet also pay tribute to the malamet king.

NESTOR OSSANDON LEAL

Cosmium

Cosmium is a pinkish-purple mineral, a resource of immense power. It comes from Chimil, the star in Ixalan's core, and can be found throughout the caverns and the Core in veins, pockets, and clusters. It can be mined or extracted, refined, and then applied to organic and inorganic matter to enhance any latent magic properties present or imbued in the object or being. Refined cosmium is best thought of as a battery, conduit, and projector for magic, inexhaustible and only limited by the being wielding it or the object to which it is applied.

Only the ancient Oltec civilization inhabiting The Core mastered the power of Cosmium. Exposure to and manipulation of cosmium has allowed them to transform themselves from a small agrarian society to arguably the most advanced culture anywhere on or below the known world. Among the Oltec, it is quite common to have tattoos done with cosmium ink. Oltec scientists and geologists theorize that cosmium is closely tied to the life-essence of Chimil and may be the godly equivalent of blood or soul.

Shortly after surface cultures discovered cosmium, they determined that the application of cosmium to weapons and armor as a coating or inlay would increase that item's durability and enhance any existing properties. In addition to its magical properties, it is quite a beautiful substance when refined and cut by gemworkers. The wealthy and powerful of both Torrezon and Ixalan prize cosmium-inlayed clothing and fine goods, weapons, and regalia. Among the vampires of Torrezon, ingesting cosmium has proven to act as a substitute for a vampire's hunger and need for blood.

Calendar

The current years of Ixalan are marked by their distance from the Legion's arrival on the continent of Ixalan, with years beforehand labeled *Before Dawn* (BD) and years after labeled *Dawn Era* (DE). The Sun Empire records three seasons on the continent of Ixalan: rainy season, cool season, and hot season.

Years in Ixalan's Core are known as "turnings," and "full count" is twenty years.

Food and Drink

The *thunnini* fish found in the seas makes up many native Ixalan dishes, and the jungles and forests are home to many species that can provide edible meat, including **constrictor snakes**, **frogs**, **giant lizards**, and several species of birds. Dinosaurs are revered by the Sun Empire and typically not eaten.

Farmers of the surface harvest foods such as beans, avocado, mangos, and pitaya. In both the Sun Empire and the Core, plants such as legumes and squash make up local dishes, and maize is ground into masa for eating. Cofea is harvested and used for drink, alongside hibiscus. Tobacco plants grow on Ixalan and are smoked in cigarillos.

Locations

Ixalan is a hollow sphere. It has two known continents on its surface, Ixalan and Torrezon, that are separated by an ocean called the Stormwreck Sea. The journey east from the Queen's Bay on Ixalan to the Sens off the coast Torrezon takes one week by ship. Further north, travelers meet only unmelting ice.

Stormwreck Sea

The Stormwreck Sea is the home to various archipelagos, islands, and numerous pirates. The most well known port is the floating city of **High and Dry**, created from the hull of two rammed ships and a neutral "capital" of the Brazen Coalition of pirates. Two well known alehouses in city include the **Burning Port** and the **Boatswain's Rear**.

Spitfire Bastion is a coastal fortress and former base of Ripley Vance, captain of the galleon *Leviathan's Wrath*. The bastion is situated between High and Dry and the Sun Coast of Ixalan, making it a popular stop for resupply and trade among pirates.

To ships on the Stormwreck Sea, storms are only the most prominent and visible danger. Fish, **giant octopus**, serpents, and whales can grow large enough to capsize a ship, pull it underwater, or smash it to flinders. The **giant sharks** are the most feared, but even **hunter sharks** can be deadly alone—and are more so in schools. Their taste for blood makes them a fearsome threat to anyone at sea, especially those forced to walk the plank of a pirate ship.

Ixalan

Ixalan, the western continent from which the plane gets its name, is covered in vast jungles and rivers. It is home to large dinosaurs that the Sun Empire domesticates, and many secrets are hidden within its trees and caves.

The Sun Empire

The Sun Empire is the human empire of the surface, and its territories span the breadth of the continent. The Sun Coast in the north of the continent is controlled by the Sun Empire.

Orazca

Orazca, the legendary City of Gold, is an ancient metropolis hidden in the jungles. It was the original seat of the Sun Empire, abandoned and lost to time, then rediscovered just before the Phyrexian invasion. It currently serves as the capital of the Empire.

Gold covers nearly every building in Orazca, and jade inlays reflect the influence of the ancient merfolk who shared Orazca with the humans of the Empire. Situated in a valley, the blinding brilliance of the golden city can be seen from afar. Spires like needles reach high into the sky, burnished roads and buildings stretch into the distance, and at the center, an enormous temple rises like a gleaming mountain. An arch towers over the gates to the city, and a broad central avenue funnels into a market. The market's stalls are arranged in concentric circles that spread out from a fountain at its center, fed by aqueducts.

An unadorned building partially damaged by magic near the edge of the city holds an entrance to the Lost Caverns.

YEONG-HAO HAN

Pachatupa

Pachatupa is located on the Sun Coast on the eastern side of the continent of Ixalan, where the coastal plains rise into the high mountains. The river bordering Pachatupa feeds the city freshwater from vast inland mountain ranges, plunging from sacred Itlimoc through heavily irrigated floodplains. It is the most populous and developed city-state in the Empire, and all roads in the empire lead to the city. Pachatupa's terraced farms, titanic stone buildings, sprawling irrigation systems, and sturdy walls are a testament to the engineering skill of the Sun Empire.

The city surrounds and builds to **Tocatli**, a glorious, fortified palace that was once the Imperial citadel complex. The palace encompasses many noble mansions, belonging to the various dynastic relations and their offshoot houses. Tocatli's spacious grounds also include three temples, each devoted to one of the Threefold Sun's three aspects. This grand complex was exclusive only to the highest classes of Imperial nobility and citizenry before the invasion, a metropolis atop Pachatupa from which the common folk were excluded. However, after the Phyrexian invasion, this once exclusive palatial complex is open — with some restrictions — to the people, a symbol of the new emperor's love for his subjects.

Atzocan

Atzocan lies on a low coastal plain, where broad fields and lush forests once attested to the fertility of the land. In the wake of the Phyrexian invasion, little of the cosmopolitan city remains intact. Atzocan lies largely empty behind crumbled walls, its once sprawling markets, breezy manors, and dense seaside districts abandoned and left to rot and decay until the empire can make its return.

Atzocan's survivors, a mix of noble families who were in Pachatupa when the invasion began, merchants and farmers who were away on business, and soldiers on patrol outside of the city, have been agitating for the empire to make a serious effort to retake the city. Already they have mounted several privately funded missions, working to clear out Atzocan's polluted fields and smaller, outlying communes and granaries. This work is slow and grim but ongoing: it will take years before Atzocan is once more able to feed the empire.

Otepec

Known for its elaborate stone temples, the city of Otepec is located in a high alpine forest at the western edge of the Sun Empire's lands. It is an ancient city and the least populated of the empire's city-states.

Otepec is a city of ritual that, despite being subject to Imperial mandate, finds its power concentrated in the priesthood that rules the city. Three huge temples, each encompassing several monumental structures, dominate a large plateau on the northern side of the city: the Temple of the Wellspring, venerating Kinjalli; the Temple of the Still Lake, venerating Ixalli; and the Temple of the Cascade, venerating Tilonalli. Otepec's priesthood maintain these hallowed grounds for members of their order; as well, they believe that political power belongs in the hands of the devout and that the empire should become a sort of theocracy governed by the priests. Since they are themselves members of the Imperial family via distant dynastic lineages, they have always presented a latent threat to the current ruling family.

Other Locations

Quetzatl is an inland state with no cities, only holding small towns and maize, squash, and bean farms. **Little Pocatli** was an inland city-state that was destroyed by the Phyrexians during the Phyrexian invasion.

Sunray Bay

Sunray Bay is a large Brazen Coalition town on the northern coast of Ixalan, close to the lands of the Sun Empire. Controlled by captain Ripley Vance, Sunray Bay was never dull and always dangerous, overflowing with gold, cosmium, and all manner of trade goods — illicit and otherwise. Owing to its wild wealth, Sunray Bay was heavily patrolled by Bluecoats, garrisoned by coalition fighters, and its bay waters protected by both Vance's private ships and the coalition's nascent navy. Nevertheless, Sunray Bay was a rough-and-tumble frontier town, a place where all manner of folk first arrive on Ixalan to chase their fortunes.

Sunray Bay's population was taken over by the mycoids in 5 DE, causing all the inhabitants to go deep underground via the nearby mine of Downtown. Rebuilding efforts by the Coalition have since begun.

Downtown

Downtown was the largest and most productive mine in the Brazen Coalition, and responsible for a significant part of the Coalition's economy. Originally an ancient, miles-deep dry cenote, it was named as a joke, but the name stuck. The town is split between an outpost on the surface and the main village underground in a huge cavern. Hundreds of mining tunnels extend into the rock around the cenote and wooden buildings are scattered around the lip seemingly at random. Pulley-operated elevators are supported by cranes and catwalks, while hydraulic lifts and switchbacks hug the walls. Additional pulleys haul buckets of ore from the mines to carts at the surface. Refineries handle chemical and magical conversions, other processing areas manage the manual cleaning, and silos are filled with products ready for delivery to the surface. Within the mine, everything is usually lit by giant daylight lamps, both magical and mechanical, as well as personal torches, candles, and lanterns.

Mining has caused earthquakes and runoff in the surrounding area, leading to raids by the River Heralds. After delving deep in search of cosmium, the miners stumbled upon the mycoids, and all seemingly disappeared. The empty mineshafts are home to freed **guidewings** (statistics in chapter 8), originally used by miners as sources of light and heralds of danger in the mines.

Jungle Region

Much of Ixalan is covered in dense jungles, each one dangerous and largely uncharted. Ancient ruins from the Sun Empire's heyday can now be found, overgrown and half-buried, in the depths of the jungle. Hidden in the jungle lies the ruins of the **Deeproot Tree**, a sacred place for the merfolk.

Deep in these jungles lies the **Great River** and its nine tributaries. The river and rain forest boast a teeming multitude of species, which make their homes everywhere from the canopy to the depths of the water. Animals live and feed in every layer of the forest, from the tops of the tallest emergent trees to the ferns, leaves, and roots reaching deep into the soil. And certain plants are just as active at hunting prey as predatory animals are. Jungle dwellers include **bats**, capybaras, coatis*, coatls*, **frogs** (including **giant frogs** and poison dart frogs*), parrots* and parrot griffins*, **constrictor** and **poisonous snakes**, **giant lizards**, and all manner of dinosaurs*. Many predatory plants are active, lunging up from the forest canopy to grab flying dinosaurs in woody claws or tangle them in vines. Others pull up their roots and creep across the forest floor in search of good hunting grounds. These plants act as **awakened shrubs**, **awakened trees**, **blights**, and **treants**.

* Statistics found in chapter 8.

The waters of the Great River and all its tributaries are home to fish that serve as one of the most important food sources for other animals in the forest. These include large predatory fish, as well as churning swarms of small biting fish such as piranhas (**quippers** and **swarms of quippers**). Enormous **crocodiles** lurk in the waters and bask on the riverbanks.

The jungle merfolk construct jade totems that hold elementals in stasis until activated by trespassers. Elementals are are living beings of raw natural energy, but magic can shape and bind them into physical forms composed of wind (**air elemental**), water (**water elemental**), fire (**fire elemental**), or the verdant growth of the forest (**shambling mound**).

Mountain Region

In the heart of Ixalan's jungles lie mountains in two distinct ranges, though they are collectively known as the mountain region. The mountains are home to the **Primal Wellspring**, the source of the great river.

In the southern mountains lie the **Temple of Aclazotz**, a ruined temple containing a broad, deep cenote. A sacred place for the vampires of the Legion of Dusk, it has a door that can only be opened by a blood sacrifice. It leads to Chama Koj in the Lost Caverns.

Itlimoc

Itlimoc is a sacred forest in the eastern mountains. Before the birth of the Sun Empire, humans and merfolk from Orazca joined their magic to invoke a blessing of fertility on the land. The forest was born from this magic, and its roots extend deep into the Lost Caverns, where they are tended by the mycoids.

The forest is inhabited by **bears**, **hawks**, and **panthers**, and teems with all manner of insects, **spiders**, **scorpions**, and other arthropods. **Swarms of insects** pose a significant threat to adventurers, as do **giant centipedes**, **giant fire beetles**, **giant spiders**, **giant wasps**, and **giant wolf spiders**.

Inner Sea

The Inner Sea is engulfed by the continent, and all manner of pirate, Sun Empire, and Legion of Dusk vessels sail its waters. Throughout the inner sea and its islands are many **hidden coves** where pirates have buried their ill-gotten treasures. Also hidden in the sea is **Azcanta**, a sunken ruin that was once the epicenter of learning for the early humans, the Komon Winaq, and the ancient merfolk.

Queen's Bay

Queen's Bay is a large bay on the southern side of the continent. The bay is patrolled by the naval fleet of the Legion of Dusk.

Miraldanor

Miradlanor is a collection of strongholds in the Queen's Bay controlled by Legion of Dusk. Tt is named after Queen Miralda the pious, the iron-fisted monarch of Torrezon, the nation of the Legion of Dusk vampires.

An imposing fortress on a barrier island at the mouth of the Bay, fort **Adanto** is the legion's first and strongest fort. **Dúrran**, the fort of faith, is another island stronghold, as is **Leor**, the edge of exile. **Conqueror's Foothold** is the legion's first settlement on the mainland of Ixalan.

Torrezon

Torrezon is the eastern continent, dominated by the vampires of the Legion of Dusk. Its citizens are called Torrezonés. **Alta Torrezon** is the capital territory and seat of the vampire Queen Miralda the pious, deep in Torrezon's interior. Other large cities include **Garrano**, **Iedo**, and **Lujio**.

The **Deoro** is a vast mountain range looming behind a continent-bisecting river between the **Free Cities**, occupied by human survivors, and Alta Torrezon.

Luneau

Luneau is an island kingdom under the influence of the Legion of Dusk, the powerful and religious nation state of Torrezon. Luneau's opulent capital city of the same name is full of Byzantine alleys and baroque balconies. Sights on the island include the **Hall of Treasures**, a taxidermist museum, and the **Royal Menagerie**, a collection of exotic animals and dinosaurs. In smaller settlements, an annual festival involves the running of juvenile raptors in the streets while adolescents steal their feathers.

The vampire regents King Lucard and Queen Salazar rule the island from the **Perfumed Court**, the royal palace.

The Sens

The Sens are a small scattering of islands off the western coast of Torrezon, and the home of the orcs. The main island is called **Sen Gael**.

The Lost Caverns

The lost caverns of Ixalan stretch from the exterior of the Core up to the surface, ringing the plane in countless miles of titanic cave systems.

Ban Koj

Ban Koj or Chuuy Kaaj, also called the Hanging City, is the de facto capital and cultural hub of the malamet jaguarfolk. The largest population center, its population numbers in the tens of thousands, and its size is larger than Alta Torrezon. It is the center of trade, poetry, literature, and mainstream Malamet culture. Malamet in Ban Koj live in communal housing, their homes built into a cluster of massive, fortress-like stalactites that hang from the ceiling of a colossal cavern. Some buildings are hewn directly from the rock, while others feature painted white walls like pottery. Rope bridges, walkways, nets, and platforms extend between buildings, as well as thick cables from which aerial lifts hang.

The largest stalactite is windowless, its interior covered in enormous cosmium glyphs. Inside is a massive pyramid hundreds of steps tall, leading to a room at the top. Within the pyramid sits the sovereign's throne room.

Trespassers are exiled from the city by being placed in a large fountain with a jaguar head at the top that fills with sand rather than water and empties into **Matzalanti**.

Porobol Koj

Porobol Koj or Midden Koj is a large, primarily Deep Goblin trade city and port that sprawls across the cavern floor under Ban Koj, straddling both sides of a wide river. Populated by mercenaries, merchants, porters, scouts, and laborers for the jaguarfolk above, the settlement is dotted with rope elevators that allow transit between the cities.

Chama Koj

Chama Koj is a ruin, a half-sunken city complex where liquified quicksand flows in deadly rapids. The ancient capital of a forgotten — likely human — culture, the jaguarfolk later took it themselves, either by conquest, won in battle, or bequeathed to the Malamet sovereign. It is now uninhabited except for wandering jaguarfolk Echoes. It is a site of pilgrimage for mythweavers and curious glyphscribes, who journey to the slowly flooding city to uncover its history.

Topizielo

Topizielo was once one of the greatest cities of the Komon Winaq, now abandoned. It lies in a cavern many miles across, filled from edge to edge with stone buildings and narrow streets. A central pyramid is etched with cosmium. In the center of the plaza is a dry fountain. After the mycoid infestation, the city's buildings were covered in a blue and green luminescent fungus.

STEVEN BELLEDIN

Tecutlan

Tecutlan, or the Searing Rift, is a huge cavern crisscrossed with arching natural bridges, with a thunderous fall of lava cascading down the side of a wall, bright enough to light the entire space. On some of the rocky outcroppings, stone buildings rise, while others are carved directly into large stalactites.

Mycoid Maze

The Mycoid Maze is a fungal forest within a large cavern with a high ceiling. Bioluminescent spores float between green mushrooms as tall as trees. This place is home to the **Mycotyrant** (statistics in chapter 8), the dominant form of the gestalt mind of the mycoid fungus.

Matzalantil

Matzalantil, "the great door," is a massive gilded temple complex of stepped stone buildings above and below an underground freshwater ocean that was built by a forgotten descendant civilization of the Oltec. Lamps burn above low buildings, while long strings of bioluminescent baubles and baskets holding firebugs light the streets and alleys. A round, corroded copper door covered in glyphs seals the plane's Core from the caverns.

Beyond the door is a tunnel that slops sharply downward, though never steep enough to be impassible. At the end of is a wide circle of stones like a well. Looking down through the circle on the surface side is to be looking up from a similar circle on the Core side—passing through the circle causes a shift in gravity as one enters the Core. On the Core side, the passage to Matzalantil is located high in the mountains overlooking **Oteclan**.

PIOTR DURA

ADAM PAQUETTE

The Core of Paradise

is a massive, hollow inverted sphere with a star at its center. It is a paradise of lush forests, mountains, valleys, freshwater oceans, rivers, and rolling plains. There was no horizon beyond which the land did not rise in a slow arc, disappearing into the hazy distance above and reappearing on the opposite horizon. Gravity stays consistently down relative to the star, Chimil, that floats in the center of the Core. The only surviving civilization inhabiting the Core is the Oltec, the living human ancestors of the Sun Empire. The Core is the oldest place on Ixalan.

Chimil, also called the Riven Star, is the star at the center of the Core. Because of this geography, the Core experiences no night cycle and it is always day. The **Cosmium Reefs** is the name for the long tail of cosmium gems, rare metals, and the dust of ruined Fomori shards orbiting around and trailing behind Chimil as it flies through the sky.

The **Barracks of the Thousand Moons** is likely the first place an outsider will visit when journey to the Core. The Thousand Moons are a kind of guard force for the Oltec. Their barracks is located in the mountain valley overlooking Oteclan, and it guards the inside door of the door at **Matzalantli**. Within the barracks is the **Thousand Moon Smithy** where the autonomous gnomes forge cosmium weapons and armor.

Oteclan

Oteclan is the capital city of the Oltec, a sprawling communal archology of canals, temples, large dormitories, markets, and various industrial sites. Built on the shores of **Lake Wachibal**, Oteclan is composed of a large central city and many satellites, all linked by great, high causeways and public cable cars.

Oteclan is an open city: it is always busy with trade, foot traffic, migrants, pilgrimages, adventurers, and people going about their daily lives. Oteclan is the blueprint for all other Oltec cities: built in a circular arrangement as a stylized representation of Chimil. Within Oteclan are four temples to the four Ojer gods, the Temple of Civilization, the Temple of Cultivation, the Temple of Cyclical Time, and the Temple of Power.

Other Locations

A fetid, nameless **swamp** lies in the core, hidden in dense jungles away from any city. There, the cosmium eaters dwell, oltec worshippers of the betrayed god Aclazotz. The swamp features a thick fog and ankle-deep mud with a sulfuric smell and is devoid of animal life. It leads to a cave and a tunnel that smells strongly of corpses ends with a door ringed by glyphs. Followers of Aclazotz can prove their allegiance by enduring pain, causing the door to open by rolling to the side. Within, a proper temple is contained, with tall columns, carved walls, and swarms of bats. After Aclazotz's escape, the temple's location was revealed when bolts of red lightning erupted from within the mountain.

The **Mututik Towers** are communication spires that stand in regular intervals throughout the Core, connecting every Oltec city. These towers are also small population centers, often surrounded by towns that are named after the tower, rolling fields where farmers cultivate maize, legumes, and squash, and connected by well-kept dirt roads and paths. **Oq'tinimit** is one such settlement.

Colony's End is an odd, haunted alpine landscape that surrounds the largest fallen shard of Chimil's shell. The shard contains a remnant of a ship used by the Fomori invaders. Ancient Echoes wander this area.

Factions

Ixalan has a number of major factions, groups bound by common interest who each vie for power via politics and war. The following chapter presents information on these factions, and provides option fors using various rules that allow characters to interact with these factions in meaningful ways.

Renown in Ixalan

Using the renown system from the *Dungeon Master's Guide*, track the characters' standing within each faction. Every character begins with 0 renown score with each faction. Characters gain or lose points as they act against or in the service of either faction. As they do so, their standing with the factions changes, granting them access to favors or provoking reprisals. Throughout a campaign, characters typically don't adjust their renown score by more than 5 points each adventure. The Renown in Ixalan table notes general activities that increase or decrease a character's renown score. Further renown adjustments are at the DM's discretion.

Benefits of Renown. Those who advance in their standing with a faction gain favor with that faction's leader or leaders and influence over their plots. Use the examples of these benefits in the following sections to guide you in creating further rewards and concessions appropriate to the characters' standing.

Losing Renown. A character's renown score with a faction can drop to less than 0. A faction mistrusts and actively opposes the suggestions of characters with a renown score of −1 or lower. Those with a renown score of −5 or lower are actively hunted by a faction's members and considered enemy agents.

Recovering Renown. It's possible for characters to gain renown with a faction, betray the faction, and still maintain a measure of respect with the group. Characters might thus thread the needle of serving multiple groups.

Renown in Ixalan

Adjusted Renown	Activity
+1	Advancing the faction's interests
+1	Revealing a traitor
+2	Completing a mission assigned by the faction
+2	Apprehending a traitor
+4	Ousting a rival faction from a territory
-1	Being accused of treachery
-2	Failing a faction mission
-5	Openly betraying the faction

ANNA PODEDWORNA

Brazen Coalition

The Brazen Coalition is a society of pirates that answers to no one and lives on the Stormwreck Sea of Ixalan. They are a diverse bunch, including humans from a wide variety of backgrounds as well as members of three nonhuman races: goblins, orcs, and sirens. With no more than a handful of small archipelagos under their control, the coalition proudly marked the ocean as their domain. Across deep blue waters, shallow coastal stretches, and the deep river mouths that spill into the sea, members of the coalition are masters of the waves. Since the Phyrexian Invasion, the Coalition has moved in en masse, settling many frontier towns, establishing trade ports, and opening large cosmium mining operations.

The Coalition was formed as the parley between Admiral Beckett Brass, then captain of the *Scourge*, and Captain Jareth Wake of the *Squid Eyes*, after the *Scourge* had rammed the *Squid Eyes* and the ships became irreparably intertwined and forming the basis of the floating city **High and Dry**. Over the coalition's first century, great legends cobbled together collections of ships and planted their flags on the few islands that dot the Stormwreck Sea. These captains styled their ranks in many ways but in effect were the same as kings — they ruled over fiefdoms they called fleets, struggling against and with each other for de facto rule over the coalition. Law was written by the last captain standing and enforced first with the edge of a cutlass.

Brass forced the others to support the creation of a free pirate nation between Torrezon and Ixalan, declaring herself Governor of the Coalition. Land-based growth is the basis for much of newly appointed governor Brass's effort to legitimize the coalition as a state: by issuing cosmium prospecting deeds and parceling out land along Ixalan's coast. Enforcing these deeds are the Bluecoats, the Coalition's national "navy" formerly known as Captain Wallis Parish's Deadeye Fleet. Other Coalition fleets include the Captain Lannery Storm's Storm Fleet, and Captain Brandis Thorn's Dire Fleet, which opposes Brass' rule.

Brazen Coalition Renown Benefits

Renown Threshold	Benefit
1	Purchasing a ship (see chapter 7)
1	Purchasing a prospecting deed (100gp)
1	Purchasing a parcel of land (1,000gp)
5	Gaining an audience with the captain of a fleet
10	Ordering a pirate raid on a vessel or fort
10	Gaining command of a pirate crew to fulfill a mission
15	Convincing the Coalition to heed advice
20	Convincing the Coalition to heed advice seemingly counter to its interests
25	Convincing a captain to surrender control of his fleet

Legion of Dusk

The Legion of Dusk is the military arm of **Alta Torrezon**, an ecclesiastic vampire monarchy on the continent of Torrezon on the plane of Ixalan. It is an alliance between the powerful Church of Dusk and the iron-fisted monarch Queen Miralda the pious (LN **vampire**). Their expeditions of discovery are led by vampire conquistadors and priests, with human soldiers filling the rank and file and other humans serving support roles as sailors and menial labor.

The vampires who lead the Legion are viewed as holy figures. Dark paladins form knightly orders, while clerics of the church bestow blessings and punish the wicked. The Venerables of the church are its saints and dead vampires who are held up as paragons of church ideals. Devout vampires often call upon the power of a Venerable through the use of relics.

The Church of Dusk, led by Pontifex Mavrein Fein, is centered around the ritual of vampirism discovered by venerable Arguel. The Rite of Redemption is used to turn the nobles of Torrezon into vampires. The church teaches to feed only on the blood of the guilty: enemies of war, rebels of the state, or heretics who defy the church. They pray its power will allow the hopes of the church to be fulfilled and eternal life to be available to all without the need to subsist on the blood of the wicked. Though the guardians of the church utilize **mastiffs** in its defense, drinking the blood of such animals does not slate blood thirst.

The Church of Dusk is currently in the midst of a schism. Elenda, the Dusk Rose, was a living venerable discovered with the rediscovery of Orazca, the lost city of gold. Her pacifist ideals sparked a controversy with Vona of Iedo, who became known as the Antifex, a fanatical leader who seeks to take all of Ixalan by force. **Aclazotz**, the bat god of night, was recently freed from the Core of Paradise, and seeks to utilize Vona in his quest to plunge the surface into eternal night.

Legion of Dusk Renown Benefits

Renown Threshold	Benefit
1	Purchasing a ship (see chapter 7)
1	Moving unimpeded through legion territory
5	Gaining an audience with a legion commander
5	Gaining access to a fort in Queen's Bay)
5	Taking the Rite of Redemption to become a vampire
10	Pardoning a prisoner from a vampire's feast of blood
10	Gaining command of a squad of conquistadors to fulfill a mission
15	Convincing the Legion to heed advice
20	Convincing the Legion to heed advice seemingly counter to its interests

VICTOR ADAME MINGUEZ

Malamet

Ancient as the merfolk and humans on Ixalan's surface, the Malamet jaguarfolk long ago decided to move their territory underground to protect themselves against the might of the Sun Empire. Their empires have long ago crumbled, been defeated by pre-Sun Empire humanity and driven into these caverns that—while they have been made luxurious—are generally regarded as evidence of their fallen status. Malamet society is grouped into castes known as cadres, and turmoil between cadre affiliations has on rare occasions fomented into war. At the top of these cadres is sovereign Okinec Ahau, also called the Deep King, ruler of the malamet. The malamet worship Okinec Ahau as a god and bare their throats deferentially when speaking to him.

Malamet of the warrior cadre wear intricate jade armor, wielding bows, serrated obsidian blades, and polearms. The noble and priest cadres wear elaborate headdresses and collars.

The written word carries tremendous weight and importance for the Malamet. Their language is recorded in glyphs that resemble the spot markings that form naturally in their fur. Malamet textiles, carvings, clothing, armor, weapons, icons of status, and so on all bear deeply meaningful glyphs, phrases, and names; mastery over the vast Malamet alphabet is a desirable quality among the Malamet, as well as one's aptitude in combining glyphs to create the most information-dense poetics one can.

Malamet magic, as well, is derived from their glyphs: the will, wisdom, stories, and very forms of their ancestors are written into these glyphs and can be summoned to aid them in times of need. Malamet mythweavers can ascertain someone's intentions by projecting a magic image of their desires. Mythweavers and glyphscribes are known to pilgrimage to the ghost city of Chama Koj to learn its history.

Malamet Renown Benefits

Renown Threshold	Benefit
1	Moving unimpeded through malamet territory
5	Gaining access to trade in Ban Koj
7	Gaining an audience with Okinec Ahau
10	Gaining command of a squad of **malamet warriors** to fulfill a mission
10	Gaining the aid of a **malamet mythweaver** to fulfill a mission
15	Convincing the malamet to heed advice
20	Convincing the malamet to heed advice seemingly counter to their interests

RAOUL VITALE

Oltec

The Oltec are an ancient civilization of humans living in the The Core of Paradise. They are the living ancestors of the Sun Empire. They live in harmony with each other and the natural world and view themselves as caretakers of it. Their capital city is Oteclan, a hub within the core.

Stewards are Oltec civic leaders, representatives elected by popular vote of the commune they wish to represent. Once elected, stewards serve on regional councils; those regional councils elect a representative to send to the primary governing body of the Oltec, the Level Council. Stewards wear richly appointed robes of office and etched crowns with glyphs denoting which commune they represent. They typically carry simple wooden scepters and wear quipu with brass or gold plates woven around the collar.

The **Gardener Order** makes up the priests and laypersons of Ojer Kaslem. Gardeners are at home in the tropical forests and mountainous jungles of the Core, where they ensure the health of the wild, cultivate and gather medicinal herbs and other flora, and maintain ancient ruins, monuments, and Echo stele. Gardeners are some of the most widespread priests of the Deep Gods, as they often are the first to maintain rural roads and trails, keep watch for fires, and minister to far-flung farmers, fisherfolk, and ranchers. They also receive special training to fight off mycoids. Gardeners wear robes and clothing fit for travel and work in humid, rough environments. They can be easily identified by their staves tipped with cosmium crystals, tall caps, and simple quipu, and they often travel with llamas.

Didacts are the priests of Ojer Pakpatiq, the god of cyclical time. Didacts are teachers, and their temples are known to the Oltec as centers of advanced learning and deep study. Oltec of all ages finished their studies at didactic temples. Didacts are explorers as well as scholars. In the field, didacts wear practical, mobile clothing and carry all their field-necessary gear and equipment on their person. In cities, didacts wear simple robes, and headdresses that indicate their role, and typically are never seen without at least a scroll and lead for taking notes or scratching down ideas.

The **Thousand Moons** are the one thousand professional warriors of the Oltec, each of them a priest of Ojer Axonil after their training. The Thousand Moons are hierarchical, with every tenth moon functioning as an officer, every hundredth as a captain, and the final as a supreme commander. The Thousand Moons are adept fighters on the ground, training regularly in tight-knit squads of ten with and without cosmium-enhanced weapons, armor, and magic. They are known to ride great bats into battle.

Cosmium eaters are not an order, but members of a secretive cult of Aclazotz-worshippers. Cosmium eaters serve Aclazotz to an end: release from the great fear of death. Cosmium eaters carry or wear dim red crystals as a sign of their allegiance.

ALFVEN ATO

The Oltec are the only civilization of Ixalan's core to have mastered the power of cosmium. At the end of a lengthy coming-of-age ceremony, Oltec youths ride bats to Chimil and attempt to claim a piece of cosmium to be forged into a weapon, armor, or for their first tattoo, ensuring one is never without a ready reserve of Chimil's gift.

Oltec citizens wear ponchos and Khipus. Many make use of autonomous, cosmium powered gnomes. Oltec also commune with the Echoes of their deceased ancestors. The Oltec don't have prisons and instead possess only temporary detention rooms, as people aren't jailed as punishment. They are known play a version of the Mesoamerican ballgame.

Oltec Renown Benefits

Renown Threshold	Benefit
1	Gaining access to the Core of Paradise
3	Gaining access to Oteclan
5	Purchasing cosmium items)
5	Gaining an audience with a Steward
5	Gaining an audience with Thousand Moon captain
5	Gaining access to an Ojer temple
10	Gaining an audience withe Level Council
10	Gaining command of a squad of thousand moon soldiers to fulfill a mission
10	Taking the coming of age ceremony (if you are not Oltec)
15	Convincing the Oltec to heed advice
20	Convincing the Oltec to heed advice seemingly counter to their interests

Cosmium Eater Renown

The cosmium eaters and the legion of dusk share very similar goals. Treat renown adjustments with the Legion of Dusk as adjustments with the cosmium eaters.

River Heralds

The River Heralds are a merfolk nation in the Jungles of Ixalan. Their society consists of nine tribes, each associated with a tributary of the Great River. The tribes share many cultural, spiritual, and practical affinities, but they are not united. The tribes are fragmented into bands, which are in constant competition with each other for primacy and control of the richest territory. A merfolk band consists of about a dozen individuals, led by a shaman called a Shaper. The nine great shapers of the nine tributaries are Tishana, Falani, Kopala, Kumena, Mitica, Notana, Pashona, Tuvasa, and Vuhana.

Shapers are respected merfolk elders and leaders who guide their bands, adjudicate disputes, represent the band to other merfolk, and speak for the band when dealing with humans. Each Shaper has a single apprentice at any given time. Should a Shaper die, the apprentice takes over the band's leadership. If a band grows too large for its territory to support, the apprentice takes a portion of the band away to form a new band and claim a new territory. Shapers' shamanic magic is focused on controlling wind, water, and their jungle environment. They strive to maintain a peaceful coexistence with nature, not to conquer or defy it.

The River Heralds use weapons and armor made from jade, and use carved pillars of jade to mark and protect their territory. They also construct jade totems that hold elementals in stasis until activated by trespassers

An ancient mangrove of enormous size, the **Deeproot Tree** towered over a sprawling mangrove swamp that generations of merfolk had cultivated into a titanic temple, coaxing branches and trees to grow around the Deeproot Tree as buildings would spread out around a central citadel. This was a key meeting site for all River Heralds, the closest thing they had to a capital city, but was unfortunately destroyed during the Phyrexian invasion.

River Herald Renown Benefits

Renown Threshold	Benefit
1	Moving unimpeded through River Herald territory
3	Purchasing jade items from a jadecraft artisan
5	Gaining an audience with a shaper
5	Gaining access to the grave of the Deeproot Tree
10	Gaining command of a merfolk band to fulfill a mission
15	Convincing a tribe to heed advice
20	Convincing a tribe to heed advice seemingly counter to its interests
25	Convincing opposing tribes to work together

JAVIER CHARRO

Sun Empire

The Sun Empire is the prosperous human empire on the continent of Ixalan. Composed of four major city-states, Pachatupa, Atzocan, Otepec, and Orazca (the capital), and hundreds of minor villages, fortresses, and towns between, the Sun Empire is rich in material wealth, natural beauty, arable land, biodiversity, and people.

The people of the Sun Empire take great pride in their traditions and heritage. The title of warrior-poet is bestowed on only one person in a generation. They keep the stories and weave events into words. To earn that title, one must demonstrate excellence in service to the kingdom.

The Sun Empire worships the Threefold Sun, in the three distinct aspects of Kinjalli, Tilonalli, and Ixalli. The human warriors of the empire cooperate with dinosaurs, and they are protected by the magic of their sun priests. The *Canchatan*, the temple soldiers of the capital, are specially chosen and blessed by the priests of Kinjalli and Tilonalli. Its soldiers are divided into seven squads, each with its commander, called an *intical*.

Dinosaurs are important to the Sun Empire's sense of national identity. The empire's people used dinosaur feathers as decorations and as inspiration for design motifs in everything from jewelry to architecture. These creatures are not tame, but under a priest or warrior's control. This is part of the Sun Empire's worldview: nature is a tool to be wielded, bent to human will, but it is a constant test of will and strength. Imperial cities are built to accommodate dinosaur riders, with high arches to allow their knights to pass through unobstructed.

Apatzec Intli IV is the current boy-emperor of the Sun Empire. Until Intli IV is of age to take the throne for himself, the boy serves as a beloved figurehead. The three major families of Atzocan — the Cabrana, Palani, and Cuitzan houses — ensure power in the Imperial court. The boy-emperor's stewards and advisors, often progenitors of these families, vie for control over the direction of the empire. Lord Steward Atlacan Huicintli is the main force behind the plans for a new invasion of Torrezon, a powerful broker who is said to be the true brilliance behind the throne.

Sun Empire Renown Benefits

Renown Threshold	Benefit
1	Moving unimpeded through imperial territory
3	Purchasing a dinosaur egg
5	Gaining an audience with a city-state governor
10	Gaining an audience with the imperial court
10	Gaining command of a squad of canchatan to fulfill a mission
15	Convincing the Empire to heed advice
20	Convincing the Empire to heed advice seemingly counter to its interests

Character Options: Races

WIZARDS OF THE COAST

At 1st level, you choose your character's race. This section presents updated playable races for this setting, and provides information to help you understand your character's place in the world.

When you create a character for a campaign or adventure set on the plane of Ixalan, you choose from one of the race options presented here, and follow these additional rules during character creation.

Ability Score Increases

When determining your ability scores, you increase one of those scores by 2 and increase a different score by 1, or you increase three different scores by 1. You follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

Your class's "Quick Build" section offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The languages in Ixalan that a character might speak are listed below. Speak with your DM to determine which of the following languages are present in your campaign.

Ixalan Languages

Language	Typical Users	Script
Common	Traders	Common
Goblin	Deep Goblins	Malamet
Itzocan	Sun Empire	Common
Pidgin	Brazen Coalition	Vampire
Komon Winaq	—	Komon
Primordial	Elementals, Dryads	—
Malamet	Malamet	Malamet
Merfolk	River Heralds	Common
Orc	Orcs	Orc
Phyrexian	—	Phyrexian
Siren	Sirens	Siren
Vampire	Legion of Dusk	Vampire

Creature Type

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race in this section tells you what your creature type is.

Creature types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the *cure wounds* spell doesn't work on a Construct or an Undead.

Age

The typical life span of a player character in the D&D multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. A race in this section tells you if it has an atypical life span.

Height and Weight

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you'd like to determine your character's height or weight randomly, consult the Random Height and Weight table in the *Player's Handbook*, and choose the row in the table that best represents the build you imagine for your character.

Proficiencies

Some races and subraces grant proficiencies. These proficiencies are usually cultural, and your character might not have any connection with the culture in question or might have pursued different training. You can replace each of those proficiencies with a different one of your choice, following the restrictions on the Proficiency Swaps table.

Proficiency Swaps

Proficiency	Replacement Proficiency
Skill	Skill
Armor	Simple/Martial weapon or tool
Martial weapon	Simple/Martial weapon or tool
Simple weapon	Simple weapon or tool
Tool	Simple weapon or tool

JUSTYNA DURA

Angel

Eons ago, the Core of Paradise was invaded by giants from another plane called the Fomori. These invaders caged Chimil, the core's sun, hoping to harvest its magic. After 320 years of darkness, the human people of the core, the Komon Winaq, launched a final assault against the Kisik, allowing Chimil to destroy its cage and rain cosmimum down throughout the core. The Komon Winaq present that day were transformed, becoming divine in their own right—the first angels of Ixalan.

The angels continue to guard the Core to this day as defenders of Chimil and the Oltec people. Though their loyalty lies in the Core, they have a vested interest in threats that would harm the plane of Ixalan and its people, and have been known in the past to take up causes that they deem to be just. As eternal beings, the angels are as enigmatic as they are beautiful.

Angel Traits

You have the following racial traits.

Creature Type. You are a Celestial. You are also considered a human for any prerequisite or effect that requires you to be a human.

Size. You are Medium.

Life Span. You are immune to the effects of aging and can't be aged magically.

Speed. Your walking speed is 30 feet.

Celestial Resistance. You have resistance to radiant damage.

Chimil's Revelation. Starting at 3rd level, you can use a bonus action to unleash the light of Chimil within yourself, causing searing light to radiate from your eyes and mouth. This transformation lasts for 1 minute or until you end it as a bonus action.

While transformed, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, each creature within 10 feet of you takes radiant damage equal to your proficiency bonus. Until the transformation ends, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra damage equals your proficiency bonus.

Once you transform using this trait, you can't do so again until you finish a long rest.

Flight. Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Light Bearer. You know the light cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this race).

Dryad

Dryads are incarnations of the land and its will. They appear humanoid in shape, but have bark-like skin, often decorated with vines and leaves instead of clothing.

The only concern of dryads is the health of the forest: when the trees and ferns are healthy, the dryads flourish. But when the vampires' dusk fog or a demon's unwholesome influence cause the jungle to wither, the dryads suffer. As a result, they are generally friendly with the River Heralds, who live in harmony with nature, and hostile to the Legion of Dusk.

As creatures of life and growth, they hate to see any living being suffer. Thus, they have been known to tend to wounded people left in the jungle to die, sharing their own abundant life energy with those in their care.

Dryad Traits

You have the following racial traits.

Creature Type. You are a Elemental.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Life Span. 500 years on average.

Barkskin. While you aren't wearing armor, your base AC is 17 (your Dexterity modifier doesn't affect this number).

Druidcraft. You know the *druidcraft* cantrip.

Healing Hands. As an action, you can touch a creature and roll a number of d4s equal to your proficiency bonus. The creature regains a number of hit points equal to the total rolled.

Once you use this trait, you can't use it again until you finish a long rest.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with Beasts, Plants, and vegetation. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Tree Step. As an action, you can use 10 feet of movement to magically step into a tree within 5 feet of you and emerge from a second tree you can see within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be living and at least the same size as you.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

YONGJAE CHOI

IRINA NORDSOL

Echo

Echoes are ghosts, spirits, and shades found throughout the caverns and the Core of Ixalan. Echoes can be human or nonhuman, sentient or lost, autonomous or trapped in ghostly routine—it all depends on how they were created and how they are remembered. They are bound to and manifest from an object—a bone, a sword, a robe, and so on—and are the spirit of a single person.

Echo Traits

You have the following racial traits.

Creature Type. You are an Undead.

Size. You are Medium or Small (choose when you select this race).

Speed. Your walking speed is 30 feet.

Life Span. You are immune to the effects of aging and can't be aged magically.

Bound Object. You are bound to a single object, such as a bone, a sword, or a robe. You can carry the object with you, but if the object is moved more than 120 away from you, you are moved with it so that you stay within 120 feet of it.

Roll on the trinkets table from the *Player's Handbook* to determine the object you are bound to, which you begin your adventure or campaign with in addition to the equipment granted by your class and background.

Bounded Rest. You don't need to sleep, and magic can't put you to sleep. When you take a long rest, you disappear from the material plane and spend at least 6 hours inside the object you are bound to. In this state, you are unconscious and can't affect or be affected by anything on the material plane, except effects that turn Undead.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Deathless Nature. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws you make to avoid or end the poisoned condition on yourself. You don't need to eat, drink, or breathe.

Ghostly Hover. You hover slightly off the ground. You can move across difficult terrain without expending extra movement if you are using your walking speed.

Incorporeal Avoidance. You have advantage on saving throws you make to avoid or end the grappled or restrained condition on yourself.

Incorporeal Movement. You can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside a creature or object. This movement is blocked by 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead.

Gnome

Gnomes are small, cosmium-powered mechanical helpers that the Oltec have utilized since the end of the Night War, when they captured and reverse-engineered the technology to create them from the Fomori invaders. Over the centuries, the Oltec have refined gnome systems and expanded upon the earliest patterns, creating hundreds of variants that fill roles, from simple foodservice automatons to complex models capable of deep thought. Since the rise of the Mycotyrant, gnomes have been extremely useful as explorers, surveyors, and scouts outside the safe confines of the Core.

The word "gnome" is foreign to the Oltec but is nevertheless used to acknowledge the automatons' foreign roots—not as a grace or credit to the invaders but as a reminder to the living Oltec.

Gnome Traits

You have the following racial traits.

Creature Type. You are a Construct.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Cosmium Beam. When you take the Attack action on your turn, you can replace one of your attacks with a beam of cosmium energy fired at one target you can see within 30 feet of you. If the target is a creature, it must make on a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failed save, or if the target is in an object, the target takes 1d6 radiant damage.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mending Machine. If the mending spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).

Mechanical Nature. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws you make to avoid or end the paralyzed or poisoned condition on yourself. You don't need to eat, drink, or breathe.

Natural Armor. Your metal body gives you a base Armor Class of 13 + your Dexterity modifier. You can't wear armor, but if you are using a shield, you can apply the shield's bonus as normal.

Sentry's Rest. Magic can't put you to sleep. When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

XAVIER RIBEIRO

JOSH HASS

Goblin

Goblins are native to Ixalan, and their eager curiosity drew them to the ships of the Brazen Coalition when the pirates first made landfall on the Sun Empire's shores. Though they still thrive in remote jungle colonies, goblins are most commonly seen swinging on the ropes of sleek pirate ships.

Goblins stand about three feet tall, though they rarely stand upright. They prefer a crouched posture that lets them scramble quickly on all fours, aided by their long prehensile tails. Their hearing and eyesight make them excellent lookouts, and their agility serves them well as crew members on pirate ships. They climb, swing, and jump easily among a ship's ropes, and can get into tight spaces that humans can't. For better or worse, many goblins are also incorrigible pranksters, and they often have a hard time determining when a prank is inappropriate, is poorly timed, or has gone too far.

Goblin Traits

You have the following racial traits.

Creature Type. You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Agile Climber. You have a climbing speed equal to your walking speed.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.

Keen Senses. You have proficiency in the Perception skill.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

Prehensile Tail. As a bonus action, you can use your tail to manipulate an object, open or close a door or container, or pick up or set down a Tiny object. The tail can wield a weapon that has the light property.

Deep Goblin

Deep goblins are small, sturdy creatures as adept at navigating dark, claustrophobic corridors as their aboveground cousins are at scrambling through a ship's rigging. They are native to Ixalan's underground world, preferring to live in and around the deep chasms that split the lowest bowels of the caverns or in Malamet cities.

Deep goblins have a long history in the caverns but little recorded history as they have never banded together in a massive, centralized society in the way that other races have. Survival for Deep goblins is the marker of success; there is glory in longevity, not how much gold one can scrape together.

Deep goblin society is split between those who swear loyalty to the jaguarfolk and those who wish to remain independent from those who they see as cruel masters. Both independent and integrated goblin settlements are organized in hive-like warrens built from baked mud and clay.

Deep goblins have a rich oral, mystic, and storytelling tradition. Without the presence of a sun and its ensuing day-night cycle, Deep goblins have a less rigid and linear conception of time: thus, there is one age and one everlasting day, with primacy given to moments and cycles.

Deep Goblin Traits

You have the following racial traits.

Creature Type. You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Agile Climber. You have a climbing speed equal to your walking speed.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Esca. You have a small bioluminescent organ that protrudes from your brow like a hanging lantern. As a bonus action, you can activate or deactivate it. While active, it emits bright light in a 30-foot radius and dim light for an additional 30 feet.

A creature that starts its turn in the esca's dim light and isn't aware of you must succeed on a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Consitution modifier or have the charmed condition until the start of its next turn. While charmed this way, the creature uses its turn to move closer to the light.

Claws. You can use your sharp claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Nimble Escape. You can take the Disengage or Hide action as a bonus action on each of your turns.

CAMPBELL WHITE

VICTOR ADAME MINGUEZ

Human

Humans first appeared in the plane's core, but modern humans are mostly similar to their counterparts in other planes. Humans of the continent of Ixalan form the Sun Empire, and live alongside the dinosaurs. Humans also inhabit the nation of Torrezon, and are ruled by the vampires who were once humans themselves. The Brazen Coalition and the Free Cities also boast many human members, many of whom fled the vampires of Torrezon, becoming pirates and cosmium prospectors.

Humans are known for their tenacity, ingenuity, and determination, wherever they might be found.

Ixalan Human Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Human Determination. When you make an attack roll, an ability check, or a saving throw, you can do so with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Skills. Humans have a wide range of natural talents. You have proficiency in one skill of your choice and with one tool of your choice.

Variant Traits

If your campaign uses the optional feat rules found in the *Player's Handbook*, your Dungeon Master might allow these variant traits, which replace your Human Determination and Skills trait.

Resourceful. Whenever you finish a long rest, you are given inspiration, using the rules for inspiration provided in the *Player's Handbook*.

Feat. You gain one of the following feats from the *Player's Handbook*: Alert, Healer, Lucky, Magic Initiate, Savage Attacker, Skilled, or Tough.

Oltec

The Oltec are the only human civilization to remain in the Core of Paradise. They are guardians, stewards, sentinels, and protectors of the Core. They live in harmony with each other and the natural world and view themselves as caretakers of it.

The Oltec are the only civilization of Ixalan's core to have mastered the power of cosmium. At the end of a lengthy coming-of-age ceremony, Oltec youths ride bats to Chimil and attempt to claim a piece of cosmium to be forged into a weapon, armor, or for their first tattoo, ensuring one is never without a ready reserve of Chimil's gift. The effect this practice has on a person is substantial — a longer life, greater health, an increased affinity toward schools of magic, strength, and stamina outside of the bounds of what an otherwise unenhanced person can attain.

Oltec Human Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

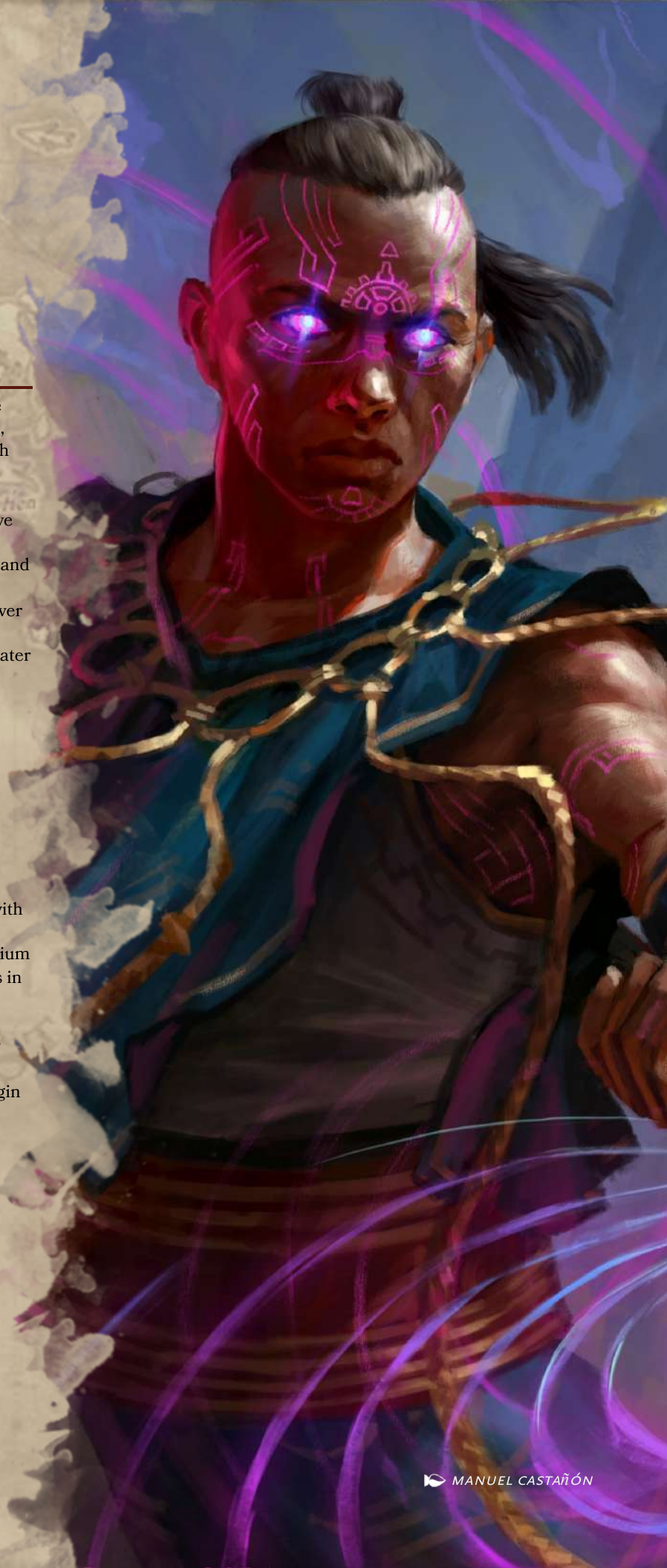
Speed. Your walking speed is 30 feet.

Life Span. 200 years on average.

Chimil's Gift. You begin your adventure or campaign with one of the following magic items, in addition to the equipment granted by your class and background: a cosmium weapon, a cosmium armor, or a cosmium tattoo (statistics in chapter 6).

Cosmium Exposure. You have advantage on Strength saving throws, and on saving throws you make to avoid or end exhaustion or disease on yourself.

Oltec Renown. If your campaign uses Renown, you begin with 1 renown with the Oltec.



MANUEL CASTAÑÓN

MARIE MAGNY

Malamet

The Malamet are jaguarfolk living in the underground caverns of Ixalan. They are tall and broad, with fangs longer than even vampires. They have spotted fur ranging from dark orange to white. The glyphs of their language are modeled after these spots. They are hearty, clever, and wise but suspicious, territorial, and ruthless.

Malamet society is grouped into castes known as cadres. Malamet of the warrior cadre wear intricate jade armor, wielding bows, serrated obsidian blades, and polearms. The noble and priest cadres wear elaborate headdresses and collars.

Malamet jaguarfolk long to claim the land of the sun for themselves but generally recognize that they exist in the twilight of their culture. Some have taken this to heart and let it curdle them into petty, cruel, vengeful, and jealous monarchs. Others, though, have resisted this impulse and instead work to forge a future from the ashes, believing that a future won through wisdom, diplomacy, and the recording and sharing of their stories will be one that sees them basking in the light of a gentle sun once more.

Malamet Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Claws. You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Hunter's Instincts. You have proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Survival.

Knockdown. If you move at least 20 feet directly toward a creature immediately before hitting it with a melee attack as part of the Attack action on your turn, you can attempt to knock it down. The creature must be within 5 feet of you and no more than one size larger than you. The target must succeed on a Strength saving throw against a DC of 8 + your proficiency bonus + your Strength modifier or have the prone condition.

Pounce. As a bonus action, you can make an attack with your Claws if the target of the attack has the prone condition.

Mycoid

Mycoids are found throughout Ixalan's caverns in myriad colorful, alien forms and sizes. Introduced by the Oltec on accident to the caverns millennia ago, mycoids have grown steadily to overwhelm much of Ixalan's underground. The mycoids are a strange mélange of cultures they consumed and integrated into their own shapes, forms, and patterns.

Mycoids, as humans understand them, exist to consume and grow. The Mycotyrant prizes information, data in the form of living (or undead) organisms to consume, study, and attempt to replicate. This process has allowed mycoids to develop rudimentary systems of magic, tool creation, and weapons.

Mycoids are quite different from mundane mushrooms and fungal growth on Ixalan's surface on account of their ability to develop sentience and the unique way that consciousness expresses itself. Ixalan's mycoids are a gestalt, a single mind dispersed across all its constituent parts, created and sustained by its constituent parts. This mind calls itself the Mycotyrant. Though individual mycoids may begin to develop their own consciousness, so long as they traverse the caverns where the Mycotyrant grows, they will never be wholly free of the Mycotyrant's command.

Mycoid Traits

You have the following racial traits.

Creature Type. You are a Plant.

Size. You are Small or Medium (choose when you select this race).

Speed. Your walking speed is 30 feet.

Life Span. You are immune to the effects of aging and can't be aged magically.

Bioluminesence. As an action, you can extrude a bioluminescent growth from your body, which can take the form of a torch, lantern, or other light source you have seen. It sheds bright light in a 15-foot radius and dim light for an additionl 15-feet. The light lasts until you reintegrate it as a bonus action on your turn.

Fungal Fortitude. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this trait, you can't do so again until you finish a long rest.

Fungal Nature. You don't need to eat, drink, or breathe.

Mycotyrant's Will. You have advantage on saving throws you make to avoid or end the charmed, frightened, paralyzed, or stunned condition on yourself.

Sleepless Revitalization. You don't need to sleep, and magic can't put you to sleep. You remain conscious during a long rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

Squirming Emergence. Starting at 3rd level, you can cast the *find familiar* spell with this trait, using the corpse of a creature as the material component. When you cast this spell this way, the familiar has the statistics of a **deathcap marionette**, is a Plant, can attack, and you can't dismiss it to a pocket dimension.

LIE SETIAWAN

Merfolk

Merfolk are a race of amphibious humanoids at home throughout the oceans, rivers, and rain forests of Ixalan. They stand between seven and eight feet tall, with skin that ranges from deep burgundy through many shades of violet and blue, to green, bright orange, and yellow. They are humanlike in shape, but have long fins extending from their shoulders, forearms, middle backs, and calves. Frills of fins also protrude from the backs of their heads. All merfolk can breathe air or filter oxygen from the water, and they can walk on land or swim with equal ease.

Blue Merfolk

Blue merfolk often have burgundy or magenta on their faces and chests, with lighter shades of blue and purple elsewhere. Their eyes are red, orange, or blue, and their long, thin, and elegant fins resemble scarves or veils of fine fabric. They swim easily, even upstream, and clamber over rocks and through rapids with ease. They prefer to dwell in shallow waters, but spend a fair amount of time on land as well.

Blue Merfolk Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Amphibious. You can breathe both air and water.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were in dim light. You discern colors in that darkness only as shades of gray.

Dive Down. While submerged in water, you have three-quarters cover from attacks originating outside of that body of water, and half cover from all other attacks.

River Magic. You know the *shape water** cantrip. Starting at 3rd level, you can cast the *fog cloud* spell with this trait. Once you cast *fog cloud* with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 1st level or higher.

Emissary of the River. You can communicate simple ideas to any Beast that has a swimming speed. It can understand your words, though you have no special ability to understand it in return.

Swim Speed. You have a swimming speed equal to your walking speed.

* The *shape water* cantrip appears in *Xanathar's Guide to Everything* and the *Elemental Evil Player's Companion*.

Green Merfolk

Green merfolk generally have yellow chests and pale green faces, shading to dark blues and purples on their backs and limbs. The patterns on their skin suggest the colors of the tree frogs common in the rain forest, as do their eyes of orange, lime green, or sky blue. Their fins are relatively short and thick. They climb trees with ease, move through undergrowth unhindered, and often wield magic to shape vines and branches to their will.

Green Merfolk Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Amphibious. You can breathe both air and water.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were in dim light. You discern colors in that darkness only as shades of gray.

Jungle Magic. You know one cantrip of your choice from the druid spell list. Starting at 3rd level, you can cast the *fog cloud* spell with this trait. Once you cast *fog cloud* with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 1st level or higher.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Swim Speed. You have a swimming speed equal to your walking speed.

FARIBA KHAMSEH

JASON ENGLE

Orc

Orcs are tall humanoids, standing head and shoulders above most humans, and are generally twice as broad. They often accentuate their bulging muscles by wearing tight-fitting bands and accessories around the thickest parts of their arms and necks. Their skin color ranges from light brown through gray to almost jet-black.

Orcs originally come from the Sens, a group of islands off the coast of Torrezon, and primarily the island of Sen Gael. They have been enemies of the Legion of Dusk since it was originally formed. The entire race has been declared anathema by the Church of Torrezon, and after centuries of fighting the Legion, the orcs have dwindled to only a few hundred in number. Some still live on remote islands near Torrezon, but many have joined the Brazen Coalition to serve on pirate ships—taking on any role that calls for an abundance of sheer muscle.

Orc Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Adrenalie Rush. You can take the Dash action as a bonus action on each of your turns. When you use this trait, you gain a number of temporary hit points equal to your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Primal Intuition. You have proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Perception, and Survival.

Siren

Sirens are humanoids with birdlike features. Their long, slender arms extend into powerful wings that easily carry their light frames into the air. Their fingers bear sharp claws but are nimble enough to wield weapons and perform fine manipulation. Crests of feathery plumage start between their eyes and cover the backs of their heads.

Sirens are at home along the waters of the Stormwreck Sea. They settle on rocky coasts and remote islands, and even on floating piles of kelp. Sirens are mercurial creatures who can turn in an instant from lonely to repulsed, from desirous to hateful, from welcoming to irritated, from loving to murderous—and then back again. They are fascinated with ships, and enjoy toying with them. One siren might call out to a passing crew for company, only to capriciously draw the ship into an entangling mass of kelp. Another might lure a vessel onto jagged rocks so as to study the wreckage and learn more about the strange contraption. But as the number of Brazen Coalition ships passing through siren-controlled waters has increased over the years, a growing number of sirens have decided to satisfy their curiosity by taking positions on ship crews—including, in at least one case, the position of captain.

Siren Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Flight. Because of your wings, you have a flying speed equal to your walking speed. You can't use this flying speed if you're wearing medium or heavy armor.

Siren's Song. Starting at 3rd level, you can cast the *enthrall* spell with this trait. Once you cast the spell with this trait, you can't do so again until you finish a long rest. You can also cast it using any spell slots you have of 2nd level or higher.

Charisma is your spellcasting ability for this spell when you cast it with this trait.

Talons. You have talons that you can use to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

BEN MAIER

SARA WINTERS

Vampire

Vampires of Ixalan are humans who have been transformed into undead by a ritual known as the Rite of Redemption. Unlike the vampires of other planes, Ixalan vampires are unharmed by the sun. They have pallid gray skin, gray eyes lit from within with soft silver light, and pointy, bat-like ears.

The Rite of Redemption was discovered by venerable Arguel of the Church of Dusk. The church teaches to feed only on the blood of the guilty: enemies of war, rebels of the state, or heretics who defy the church. They pray its power will allow the hopes of the church to be fulfilled and eternal life to be available to all without the need to subsist on the blood of the wicked. For many vampires, the Rite of Redemption is an act of personal sacrifice, paving the way for a promised glorious age. Other vampires view vampirism merely as a means to attain a powerful advantage over others.

The core of every vampire's nature is the Feast of Blood. Though it is forbidden to feed on human citizens of Torrezon, vampires are encouraged to feed on outsiders and heretics. The Feast of Blood sends new life essence flowing through the vampire who partakes of it, manifesting as even greater strength and speed.

The vampires of Ixalan regularly undertake the Blood Fast, in which they starve themselves for some time. When this is over, they enter a state known as the rapture, in which they revert to an animalistic trance and attack anything in sight.

Vampire Traits

You have the following racial traits.

Creature Type. You are an Undead.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Life Span. Vampires don't age as other races do. You are immune to the effects of aging and can't be aged magically.

Blood Thirst. You can use your elongated fangs to drain blood and life energy from a willing creature, or one that is grappled by you or has the incapacitated or restrained condition. Make an unarmed strike against the target. On a hit, or if the target is unable to resist, you deal 1 piercing damage and 1d6 necrotic damage to the target. You regain hit points equal to the necrotic damage dealt, and for 1 minute, your speed increases by 10 feet, and you gain advantage on Strength-based and Dexterity-based ability checks, and Strength and Dexterity saving throws.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.

Deathless Nature. You don't need to eat, drink, or breathe.

Vampiric Exultation. Starting at 5th level, you can use a bonus action to transform the lower half of your body into an inky black vapor, allowing you to fly up to a number of feet equal to your walking speed. If you are in the air at the end of this movement, you fall if nothing is holding you aloft.

Vampiric Resistance. You have resistance to necrotic damage.

Rite of Redemption

During a campaign or adventure on Ixalan, a character of another race might be able to take the Rite of Redemption to become a vampire. To undertake the rite, the character drinks the blood of a vampire while a priest of the Church of Dusk recites the following oath:

"Through your sacrifice of self, you become holy. Through your strength, all will be saved."

When the rite is complete, the character changes their original race to the vampire race and changes their racial traits accordingly.

Blessings of Aclazotz

When Aclazotz, the bat god of night and creator of vampirism, escaped from his prison in the Core of Paradise, he began to bestow vampiric gifts on those loyal to him.

Vampires blessed by Aclazotz become demonic, enhancing their senses and power. Their blood is replaced by a black ichor. Their ears and fangs grow, while their eyes become beady and noses flatten. Though they are still able to wield weapons, their hands end in claws, and large wings sprout from their backs, granting natural flight.

If your adventure or campaign uses the optional feat rules from the *Player's Handbook*, your character can take the following feat to represent the blessings bestowed upon them by Aclazotz.

Feat: Blessing of Aclazotz

Prerequisite: Vampire

Aclazotz, the bat god of night, has rewarded your loyalty to conquest and darkness. You gain the following benefits:

Ability Score Increase. Increase your Strength, Dexterity, or Constitution by 1, to a maximum of 20.

Claws. You can use your claws to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

Flight. Because of your wings, you have a flying speed of 30 feet. You can't use this flying speed if you're wearing heavy armor or are exceeding you carrying capacity.

LIXIN YIN

Classes

Characters of any class can be found on Ixalan, though some classes are rarer than others. The following section provides guidelines on playing certain classes in Ixalan (the Artificer class appears in *Tasha's Cauldron of Everything*).

Artificer Battle Smiths are commonly found among the Oltec people of the core, using cosmium to construct their gnome servants. Alchemists might be found among the River Heralds or Sun Empire, while other artificers might find work among the Brazen Coalition as miners or pirate botswains.

Barbarians channel their rage into power, and would be commonly found among the Sun Empire as devotees to Tilonalli. Barbarians of the Totem Warrior or Beast path (*Tasha's Cauldron of Everything*) might be of the River Heralds.

Bards are found as storytellers, ship captains, or traveling minstrels. Poetry is a respected art among the warriors of the Sun Empire, so bards of the College of Valor might be found within their ranks. Sirens use song to enchant, many becoming bards. Malamet magic, as well, is derived from the glyphs of their language.

Clerics of the vampiric Legion of Dusk draw their power from the domain of Death. Sun Empire clerics are typically devoted to one particular aspect of the Threefold Sun, including Light, Life, or War. Malamet clerics revere their monarch, while among the Oltec, clerics serve the Ojer gods. You can learn more about the gods of Ixalan in chapter 1.

Druids can be found as dinosaur callers among the Sun Empire, or as shapers and apprentices among the River Heralds.

Fighters are found in all factions. Fighters of all archetypes make up the backbone of the forces of the Sun Empire, Legion of Dusk, Brazen Coalition, the malamet, and the Oltecs.

Monks would be rare on Ixalan, but certain vampires of the Legion of Dusk live under strict rules of fasting, prayer, and martial discipline, and might be considered monks of the Way of the Open Hand or the Way of Shadow.

Paladins of the Legion of Dusk typically swear the Oath of Devotion or Oath of Conquest (*Xanathar's Guide to Everything*), though the tenets they follow are more appropriate to their particular faith. Conversely, dinosaur knights of the Sun Empire as well as River Heralds are drawn to the Oath of the Ancients and the Oath of Vengeance.

Rangers make excellent scouts, and can be found especially among the River Heralds, the Sun Empire, and the malamet.

Rogues of all kinds, especially Assassins, Swashbucklers, and Thieves make up the majority of pirates found among the Brazen Coalition.

Sorcerers can be found among all the factions of Ixalan. The Draconic Bloodline or Divine Soul (*Xanathar's Guide to Everything*) might represent a sorcerer with a connection to Chimil or the Threefold Sun.

Warlocks learn from or draw their power from the most powerful beings on Ixalan. The Patrons of Archfey or Celestial (*Xanathar's Guide to Everything*) might represent Chimil or the Ojer, while the Great Old One or Undead (*Van Richten's Guide to Ravenloft*) might represent Aclazotz. The Hexblade (*Xanathar's Guide to Everything*) would likely represent a Revenant, a shade of pure darknesses bound into a weapon by a Legion of Dusk cleric. Demons are also found on Ixalan and would happily instill themselves as Fiend patrons. You can read more about the gods of Ixalan on in chapter 1.

Wizards who study the magic of wind, mist, illusion, and misdirection are valued by the River Heralds. Among the Brazen Coalition, orc wizards teach fire and necromantic magic, sirens are fond of enchantments, and humans employ a variety of magical talents, including the invention of magic items.

CHRIS RAHN

Backgrounds

This section presents backgrounds you choose from to reflect a character from Ixalan. The backgrounds in this chapter provide features, proficiencies, languages, and equipment, and use the optional Feat rules provided in the *Player's Handbook*.

If you would like to customize a background in this section, you can replace one feature with any other, choose two skill proficiencies, and choose a total of two tool proficiencies and languages. At your DM's discretion, you can replace a background feature presented in this section with a feature from a background that appears in the *Player's Handbook*.

Acolyte

You devoted yourself to service in one of Ixalan's many temples and shrines, performing sacred rituals in honor of your deity under a priest. Thanks to your priest's instruction and your own devotion, you've learned how to channel a modicum of divine power.

Skill Proficiencies: Insight, Religion
Languages: Two of your choice
Equipment: A holy symbol of your deity, a book of prayers to your deity, a set of calligrapher's supplies, 10 sheets of parchment, a robe, and a belt pouch containing 5gp

Acolyte's Renown

If your campaign uses Renown, you begin with 1 renown with a faction that reveres your deity. You can learn about Ixalan deities and their domains in chapter 1.

Feature: Divine Initiate

You gain the Magic Initiate feat from the *Player's Handbook*, choosing the cleric or warlock class.

Deity

Choose the deity you serve, or roll on the table below.

d8	Deity	Domain	Holy Symbol
1	Aclazotz	Night, Vampirism	Bat
2	Ixalli	Fertility, Community	Threefold Sun
3	Kinjalli	Order, Structure	Threefold Sun
4	Ojer Taq	Civilization	Zoetic Glyph
5	Ojer Pakpatiq	Time	Zoetic Glyph
6	Ojer Axonil	Might	Skull Glyph
7	Ojer Kaslem	Life	Zoetic Glyph
8	Tilonalli	Fire, Passion	Threefold Sun

Artisan

Every tribe and faction of Ixalan needs artisans and engineers. You began working in an artisan's shop for a few coppers per day. When you were finally old enough to apprentice, you tutored under a master crafstman and learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer.

Skill Proficiencies: Investigation, Persuasion
Tool Proficiencies: One type of artisan's tools
Languages: One of your choice
Equipment: A set of artisan's tools of your choice, an abacus, a merchant's scale, a set of common clothes, and a pouch containing 25 gp

Artisan's Renown

If your campaign uses Renown, you begin with 1 renown with the faction of your choice.

Feature: Crafter

You gain the following benefits:

- You have advantage on Intelligence checks you make to determine the origin of items that could be crafted with an artisan's tool with which you have proficiency.
- Whenever you buy a nonmagical item, you receive a 20 percent discount on it.
- When you craft an item using a tool with which you have proficiency, the required crafting time is reduced by 20 percent.

WIZARDS OF THE COAST

MICHELE GIORGI

Entertainer

You spent much of your youth aboard pirate vessels and in taverns and theaters, performing odd jobs for musicians and performers in exchange for lessons. You've learned some form of art, such as music or acrobatics, and have earned a living off the joy and experiences you bring to others.

Skill Proficiencies: Acrobatics, Performance
Tool Proficiencies: Disguise kit, one type of musical instrument
Equipment: A musical instrument of your choice, a vial of perfume, a steel mirror, a set of costume clothes, and a pouch containing 10 gp

Entertainer's Renown

If your campaign uses Renown, you begin with 1 renown with the faction of your choice.

Feature: Inspiring Performance

As you finish a short or long rest, you can give an inspiring performace. A number of allies equal to your proficiency bonus that can hear or see you are given inspiration, using the rules for inspiration provided in the *Player's Handbook*.

Farmer

You grew up close to the land. You might be a dinosaur herd or crop farmer in the lands of the Sun Empire, a member of the Oltec Garnder Order, a River Herald shaper, or even a mycoid druid. Your experience gives you a keen appreciation for nature's bounty alongside a healthy respect for nature's wrath.

Skill Proficiencies: Two of your choice from Animal Handling, Medicine, and Nature
Tool Proficiencies: Herbalism kit, vehicles (land)
Equipment: An herbalism kit, a sickle, a healer's kit, an iron pot, a shovel, a set of traveler's clothes, and a pouch containing 20 gp

Feature: Natural Expert

You gain the following benefits:

- You can cast *plant growth* over the course of 8 hours with this feature.
- You can communicate in a limited manner with Beasts. They can understand the meaning of your words, though you have no special ability to understand them in return.

Guide

Ixalan is a dangerous place of jungles and mountains, and the Lost Caverns are a sprawling maze. You grew up outdoors, away from cities and villages, and have earned a living guiding traveling bands of adventurers through dangerous terrain. Your connection to the land has also granted you a modicum of power channeling the raw mana of the wilds.

Skill Proficiencies: Stealth, Survival
Tool Proficiencies: Cartographer's tools
Languages: One of your choice
Equipment: A set of cartographer's tools, fishing tackle, a hunting trap, a tent, a bedroll, a set of traveler's clothes, and a pouch containing 5 gp

Guide's Renown

If your campaign uses Renown, you begin with 1 renown with the faction of your choice.

Feature: Primal Initiate

You gain the Magic Initiate feat from the *Player's Handbook*, choosing the druid class.

Miner

The Brazen Coalition still engages in piracy, but with the discovery of cosmium beneath the surface of Ixalan, cosmium mining and prospecting has become an increasingly popular trade. You have thus far been digging away in one the Coaltion's cosmium mines, such as Downtown in Sunray Bay, hoping to strike it rich.

Skill Proficiencies: Athletics, Survival
Languages: Two of your choice from Goblin, Orc, Pidgin, or Siren
Equipment: A miner's pick, a shovel, a block and tackle, a climber's kit, a set of common clothes, and a pouch containing 5 gp worth of cosmium

Miner's Renown

If your campaign uses Renown, you begin with 1 renown with the Brazen Coalition.

Feature: Tough

You gain the Tough feat from the *Player's Handbook*.

Noble

You were raised in wealth, power, and privilege—none of it earned. Perhaps you were born to one of the Sun Empire's major families, or hail from an especially devout lineage in the Legion of Dusk. Perhaps you are an Oltec Steward, or a River Herald Shaper's apprentice. Whatever your origin, your time with nobility, especially the many hours you spent observing politics, have broadened your skills.

Skill Proficiencies: History, Persuasion
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: A type of gaming set of your choice, a vial of perfume, a mark of your noble status, a set of fine clothes, and a pouch containing 25 gp

Noble's Renown

If your campaign uses Renown, you begin with 2 renown with the faction of your choice.

Feature: Skilled

You gain the Skilled feat from the *Player's Handbook*.

Pirate

You've spent most of your days living the life of a seafarer, wind at your back and decks swaying beneath your feet, as you sailed toward your next adventure. Perhaps you are a true pirate, raiding sea vessels and searching for buried treasure, or perhaps you are a merchant or sailor for the fleets of the Sun Empire or Legion of Dusk.

Skill Proficiencies: Two of your choice from Athletics, Acrobatics, Perception, and Intimidation
Tool Proficiencies: Navigator's tools, vehicles (water)
Equipment: A set of navigator's tools, a belaying pin (club), fishing tackle, a net, 50 feet of silk rope, a set of traveler's clothes, and a pouch containing 10 gp

Pirate's Renown

If your campaign uses Renown, you begin with renown based on one of the following options:

- 2 renown with the Brazen Coalition, and −1 renown with the Sun Empire and the Legion of Dusk.
- 1 renown with the faction of your choice.

Feature: Tavern Brawler

You gain the following benefits:

- Your unarmed strikes deal 1d6 + your Strength modifier bludgeoning, instead of the bludgeoning damage normal for unarmed strikes.
- When you roll a 1 on an attack roll for an unarmed strike, you can reroll the die and must use the new roll.
- When you hit a creature with an unarmed strike as part of the attack action on your turn, you can deal damage to the target and also push it 5 feet away from you. You can use this benefit no more than once per turn.
- You are proficient with improvised weapons. When you hit with an improvised weapon, it deals 1d8 damage (the DM assigns a damage type appropriate to the object).

Sage

You spent your formative years with your nose buried in books and scrolls, learning the lore of the multiverse under the guidance of Sun Empire archaelogists, Legion of Dusk explorers, River Herald sages, wise old Pirates, or the Didacts of the Oltec.

Skill Proficiencies: Arcana, History
Tool Proficiencies: Calligrapher's supplies
Languages: One of your choice
Equipment: An herbalism kit, fishing tackle, a hunting trap, a healer's kit, a set of traveler's clothes, and a pouch containing 15 gp

Feature: Arcane Initiate

You gain the Magic Initiate feat from the *Player's Handbook*, choosing the wizard class.

Alternate Feature: Discovery

Your studies give you access to a unique and powerful discovery. It might be a great truth about the cosmos, the location of a sacred site or relic, or a warning of impending doom. Work with your DM to determine the details of your discovery and its impact on the campaign.

Soldier

You began training for war at such an early age that you carry only a precious few memories of what life was like before you took up arms. You've studied war and strategy a member of an army: the Sun Empire canchatan, the Legion of Dusk, a River Herald tribe, the malamet warrior cadre, or the Thousand Moons of the Oltec.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One type of gaming set
Languages: One of your choice
Equipment: A type of gaming set of your choice, an insignia of your rank, a healer's kit, a set of common clothes, and a pouch containing 10gp

Soldier's Renown

If your campaign uses Renown, you begin with 1 renown with the faction of your choice.

Feature: Warrior

You gain the Savage Attacker feat from the *Player's Handbook*.

Variant Feature: Faction Mount

You have acquired a mount from your faction's army. It has been trained to accept a rider and serves you as a mount, both in combat and out. If your mount dies, you can retrieve a new one from the stables at your faction's capital. You add 5 days of animal feed, a riding saddle, and a bit and bridle to your equipment package.

Your mount uses the statistics of a **warhorse** (Legion of Dusk), a **giant bat** (Oltec), or a **hadrosaurs** (Sun Empire, statistics found in *Volo's Guide to Monsters* and *Mordenkainen Presents: Monsters of the Multiverse*).

Spells

Magic functions on Ixalan as it does in most other D&D settings. The following section presents spells available during an adventure or campaign on Ixalan. The Spells table shows which class spell lists the spells appear on, as well as that spell's level and school of magic. With your DM's permission, these spells might be available to you even if they aren't on your class spell list (the Artificer class is presented in *Tasha's Cauldron of Everything*).

Spells

Level	Spell	School	Class
C	*Arterial Flow*	Transmutation	Sorcerer, Warlock, Wizard
1st	*Gruesome Fate*	Conjuration	Druid, Ranger, Warlock
2nd	*Angrath's Fury*	Evocation	Artificer, Sorcerer, Warlock, Wizard
2nd	*Luminous Bonds*	Conjuration	Artificer, Cleric, Paladin, Wizard
2nd	*River's Favor*	Evocation	Artificer, Druid, Ranger, Sorcerer
2nd	*Spell Swindle*	Transmutation	Artificer, Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard
2nd	*Touch of the Ravager*	Transmutation	Artificer, Cleric, Paladin, Wizard
3rd	*Lookout's Dispersal*	Transmutation	Cleric, Druid, Wizard
3rd	*Slice in Twain*	Evocation	Artificer, Sorcerer, Warlock, Wizard
3rd	*Mystify*	Illusion	Bard, Ranger, Wizard

Spell Descriptions

The spells are presented in alphabetical order.

Angrath's Fury

2nd-level Evocation

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

You create a chain whip made of writhing flame, which lashes out in one of the following ways:

- ***Sweep.*** Each creature within range must make a Dexterity saving throw. On a failed save, a creature takes 2d8 fire damage and is knocked prone.
- ***Smash.*** Make a melee spell attack against one creature within range. If the attack hits, the target takes 3d8 fire damage and is stunned until the end of its next turn.

Arterial Flow

Transmutation Cantrip

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: 1 hour

You choose an amount of blood that you can see within range and that fits within a 5-foot cube. You cannot manipulate blood that is still within a living creature, and manipulating the blood of a bleeding creature doesn't harm it. You manipulate the blood in one of the following ways:

- You instantaneously move or otherwise change the flow of the blood as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage and can't stop a creature from bleeding.
- You cause the blood to form into words or simple shapes and animate at your direction.

If you cast this spell multiple times, you can have up to three effects created by it active at a time, and you can dismiss such an effect as an action.

Gruesome Fate

1st-level Conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bit of cheese)
Duration: Concentration, up to 1 hour

You conjure aether from the blind eternities and form it into an echo of a **swarm of rats**. It manifests in an unoccupied space that you can see within range and disappears when it drops to 0 hit points or when the spell ends.

The swarm is an ally to you and your companions. In combat, the swarm shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. If the swarm starts its turn in the same space as a dead creature that is Large or smaller, the corpse is destroyed, leaving behind only equipment and bones (or exoskeleton).

RYAN VALLE

LIE SETIAWAN

Join the Dead

1st-level Necromancy

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a stalactite or stalagmite)
Duration: Instantaneous

You call forth echoes of creatures who have died at or near your location, who grasp and pull at one creature you can see within the range. The target must make a Strength saving throw or be pulled in a straight line up to 15 feet in a direction you mentally choose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the distance pulled increases by 5 feet for each slot level above 1st.

Lookout's Dispersal

3rd-level Transmutation

Casting Time: 1 action
Range: Self (1-mile radius)
Components: V, S
Duration: Concentration, up to 1 hour

You clear inclement weather within a 1 mile of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast this spell, you change the weather conditions so they are no longer harmful or detrimental to you and your companions. Inside the radius, a strong wind becomes a moderate wind, heavy precipitation becomes light precipitation, and any blizzard or sandstorm is quieted. In addition, fog within the radius disperses. The weather returns to its natural state when the spell ends.

This spell has no effect on unnatural weather effects created by spells such as *fog cloud* or *storm sphere*.

Luminous Bonds

2nd-level Conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You summon radiant chains of light to bind a Large or smaller creature you can see within range. The target must succeed on Dexterity saving throw or be restrained until the spell ends or until the chains are destroyed.

A creature restrained by the chains can use its action to make a Strength check against your spell save DC. If it succeeds, the chains are destroyed. The chains can also be attacked and destroyed (AC 18; hp 18; immunity to fire, psychic, poison, and radiant damage).

Mystify

5th-level Illusion (ritual)

Casting Time: 1 hour
Range: Touch
Components: V, S, M (a jade knife worth 100gp, which the spell consumes)
Duration: 24 hours

You place a powerful illusion on a location you touch, hiding it from both magical and mundane discovery. The location must be an area no larger than 1 square mile. While casting this spell, you carve the words of the spell as a mystical cipher onto a surface within the location with the jade knife, after which it is consumed. If you cast this spell on the same location every day for 30 days, carving the cipher onto a different surface each time, the illusion lasts until it is dispelled.

The location gains the following properties:

- The location can't be targeted by any divination magic or perceived through magical scrying sensors.
- Creature's can't see the location, instead seeing a rational but insignificant location. For example, if the hidden location is a temple in a forest, creatures looking at it would only see more empty forest.
- Creatures who enter the location must make an Intelligence saving throw. On a failed save, the creature becomes magically lost and cannot venture into the location, instead exiting it. The creature rationalizes any illogical outcome of this interaction. On a success, the creature discerns the illusion for what it is and sees it as a vague image superimposed on the location.

Quicksand Whirlpool

3rd-level Transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (A vial of water and a pouch of sand)
Duration: Concentration, up to 1 minute

You cause a 10 ft. by 10 ft. square of solid, natural ground centered on a point you can see within range, turning the area into quicksand. Each creature in the square when you cast the spell or that ends its turn there must succeed on a Dexterity saving throw or sink halfway into the ground and have the restrained condition until the spell ends. At the start of a restrained creature's turn, it must succeed on a Strength saving throw or sink up to its neck into the ground and also have the incapacitated condition until the spell ends.

A restrained creature makes a Strength saving throw against your spell save DC at the end of its turn, freeing itself on a success. A creature that can reach a restrained creature can use its action to make a Strength check against your spell save DC, freeing the restrained creature on a success.

When the spell ends, each restrained creature is harmlessly lifted on top the ground in the square.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the area increases by 5 feet in both directions for each slot level above 3rd.

STEVE ARGYLE

VICTOR ADAME MINGUEZ

Ray of Ruin

3rd-level Evocation

Casting Time: 1 bonus action
Range: Self (30-foot line)
Components: V, S, M (A magnifying glass)
Duration: Concentration, up to 1 minute

Until the spell ends, you can use an action to create a line of searing light 30 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 4d8 radiant damage on a failed save, or half as much damage on a successful one.

River's Favor

2nd-level Evocation

Casting Time: 1 action
Range: Self
Components: V
Duration: Concentration, up to 10 minutes

Channels of water flail around you in a 10-foot radius and move with you, remaining centered on you. The channels lasts for the spell's duration.

The channels of water have the following effects:

- You and other creatures in the area have resistance to fire damage.
- It extinguishes unprotected nonmagical flames in the area.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the area.

Slice in Twain

3rd-level Evocation

Casting Time: 1 action
Range: Self (5-foot radius)
Components: S, M (a melee weapon worth at least 1sp)
Duration: Instantaneous

You brandish the weapon used in the spell's casting and make a melee attack with it against one nonmagical object or structure within 5 feet of you. On a hit, the target takes 8d12 force damage.

If you roll a 20 on the attack roll, the spell instantly destroys either a Medium or smaller object, or a 5-foot cube portion of a Large or larger object or structure.

Spell Swindle

2nd-level Transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Before the spell ends, when you next cast *counterspell* or *dispel magic* and cause a spell to fail or end, this spell magically creates a number of gold pieces equal to 10 × the level of the failed or ended spell. The coins fall to the ground in your space.

Touch of the Ravager

2nd-level Transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You cause the fists of one willing creature you touch to fume with the decay of death. Until the spell ends, the target gains a +1 bonus to attack rolls and damage rolls made with unarmed strikes. For the duration, the target's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.

Treasures

This chapter presents items, both magical and mundane, for use in your Ixalan adventure or campaign.

Adventuring Gear

This section presents nonmagical items that can be found while adventuring in Ixalan. They can also be purchased at shops using the Adventuring Gear for Sale table below.

Adventuring Gear for Sale

Item	Cost	Weight
Atzocan Arrows (20)	2,000gp	1 lb.
Captain's Hook	30gp	1 lb.
Dinosaur Egg	Varies	10 lb.
Glowcap Lantern	5gp	2 lb.
Kitesail	100gp	25 lb.

Adventuring Gear Descriptions

The items are presented in alphabetical order.

Atzocan Arrows

Ammunition — 100gp, 0.8 oz.

Atzocan arrows use fletching made from dinosaur feathers, and are superior to other arrows. When you make a ranged attack roll using these arrows as ammunition, you have advantage on the roll.

Captain's Hook

Adventuring Gear — 30gp, 1 lb.

This item replaces a lost hand or arm. While the hook is attached, your unarmed strikes with it deal 1d6 + your Strength modifier piercing damage, instead of the bludgeoning damage normal for an unarmed strike, and you have advantage on attack rolls you make with it to disarm a target. You can detach or reattach the hook as an action, and it can't be removed against your will.

TYLER JACOBSON

Dinosaur Egg

Trade Good — Varies, 10 lb.

Dinosaurs are revered by the Sun Empire and prized throughout Ixalan. A dinosaur egg acquired from a nest shares its kind with its parents; dinosaur eggs acquired by other means have their kind and value in gold determined by the DM or by randomly rolling on the Dinosaurs table.

A dinosaur egg is a Small nonmagical object. A typical dinosaur egg takes 3d6 weeks to hatch. When it hatches, it uses the statistics of a normal creature of its kind, except it is Tiny, its Strength is 10, it has 4 hit points, and it can't attack. Its size category increases by one—from Tiny to Small for example—at the end of each year. When it reaches the size normal for dinosaur of its kind, it stops growing and uses its normal statistics thereafter. Statistics for Ixalan Dinosaurs are found in chapter 8.

When a dinosaur egg hatches, a creature present for the hatching can attempt to bond with the dinosaur by succeeding on a DC 12 Wisdom (Animal Handling) check. A bonded dinosaur treats the bonding creature as an ally. The dinosaur otherwise behaves as the DM deems appropriate.

Dinosaurs

1d20	Dinosaur Kind	Cost
1-2	Frillback (Dimetrodon*)	3,000gp
3-4	Bristleback (Hadrosaurus*)	3,00gp
5-6	Pterosaur (Pteranodon)	3,000gp
7-8	Needletooth Ratopr (Velociraptor*)	3,000gp
9-10	Clawfoot Raptor (Deinonychus*)	30,000gp
11-12	Ferocidon (Allosaurus)	100,000gp
13-14	Pelagosaur (Plesiosaurus)	100,000gp
15	Aerosaur (Quetzalcoatlus*)	100,000gp
16	Aegisaur (Ankylosaurus)	150,000gp
17	Armasaur (Stegosaurus*)	175,000gp
18	Altisaur (Brontosaurus*)	175,000gp
19	Ceratops (Triceratops)	175,000gp
20	Dreadmaw (Tyrannosaurus Rex)	200,000gp

* These dinosaurs appear in *Volo's Guide to Monsters* and *Mordenkainen Presents: Monsters of the Multiverse*.

Glowcap Lantern

Martial Melee Weapon 5gp, 2 lb.

A glowcap lantern uses glowcap mushrooms to provide light. The lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. A harvested glowcap mushroom placed inside the lantern lasts for 24 hours.

Kitesail

Adventuring Gear 100gp, 25 lb.

These makeshift wings are cobbled together from ship's sails and flotsam, and have a 14-foot wingspan. You can use them to fly, provided there is at least a moderate wind (the current weather conditions are determined by the DM) and prodivded your weight (including whatever you are wearing or carrying) doesn't exceed 300 pounds. They has a flying speed of 30 feet, and you must use two hands to control their movement. They can't hover.

Magic Items

This section presents a selection of magic items for your Ixalan adventure or campaign. DMs can use the magic items in this section as a reward, while others are available for purchase in large cities or from spellcasters using the Magic Items for Sale table below. At the DM's discretion, other magic items might be available for purchase using the rules for buying magic items from *Xanathar's Guide to Everything*.

Refer to the Renown rules in

Magic Items for Sale

Item	Rarity	Cost
Cosmium Armor	Common	100gp
Cosmium Weapon	Common	100gp
Cosmium Tattoo	Common	50gp
Deconstruction Hammer	Rare	3,520gp
Dinosaur Headdress	Rare	3,500gp
Dire Blunderbuss	Rare	4,000gp
Dowsing Dagger	Uncommon	350gp
Guidestone Compass	Very Rare	35,000gp
Kinjalli Stone	Common	20gp
Macuahuitl	Uncommon	350gp
Pirate's Cutlass	Uncommon	360gp
Prying Blade	Uncommon	365gp
Sorcerous Spyglass	Rare	4,500gp

Magic Item Descriptions

The items are presented in alphabetical order.

Cosmium Armor

Any Medium or Heavy Armor (but not Hide), Common (Requires Attunement)

This metal armor is forged from refined cosmium. It doesn't corrode and can't be broken, except when it is within an *antimagic field*.

Cosmium Tattoo

Wondrous Item, Common (Requires Attunement)

The ink of this tattoo is derived from cosmium ore. To attune to it the first time, you must be tattooed by an Oltec didact. The tattoo is permanently on your skin, but you can end your attunement to it and reattune to it at a later time.

While attuned to the tattoo, you can use your action to regain one expended spell slot. If the expended slot was of 2nd level or higher, the new slot is 1st level. Once you have used the tattoo, it can't be used again until the next dawn.

Cosmium Weapon

Any Melee Weapon, Common (Requires Attunement)

This magic weapon is forged from refined cosmium. It doesn't corrode and can't be broken, except when it is within an *antimagic field*.

Deconstruction Hammer

Weapon (Warhammer), Rare (Requires Attunement)

This Oltec warhammer is made from cosmium and gold.

Dispel Magic. The hammer has 6 charges, and regains 1d6 charges daily at dawn. When you hit a creature with an attack using this magic weapon, you can expend one of its charges to cast the *dispel magic* spell from it.

Suppress Magic Item. When you hit a magic item that isn't an Artifact with an attack using this magic weapon, you can expend one of its charges to suppress that item's magic for 1 minute, as though it were inside an *antimagic field*.

Dinosaur Headdress

Wondrous Item, Rare (Requires Attunement)

This steel headdress depicts a dinosaur skull, is adorned with purple dinosaur feathers, and bears the purple glow of cosmium. It was crafted by the Oltec for ceremonies to honor Ojer Kaslem.

Once you attune to this headdress, it magically resizes to suit you. While wearing the headdress, you can use your action to speak the command word and channel the power of dinosaurs for 1 hour, or until you lose concentration (as though concentrating on a spell). While channeling, your appearance, size, alignment, and Intelligence scores remain the same, but you otherwise inherit the statistics of a dinosaur you have seen. Once this property is used, it can't be used again until the next dawn.

Dire Blunderbuss

Weapon (Pistol), Rare (Requires Attunement)

This magic firearm resembles a handheld cannon, and is inscribed with glowing arcane symbols. In lieu of bullets, you can use any item 4 feet in diameter that weighs up to 2 pounds as special ammunition for this magic weapon. A creature hit by this special ammunition when fired from this magic weapon takes 2d8 bludgeoning damage.

Dowsing Dagger

Weapon (Dagger), Uncommon

A curved jade blade fashioned by the River Heralds.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

As an action while wielding the dagger, you can detect presence of fresh water within 200 feet of you. The dagger is magically pulled in the direction of the water, but not with enough force to escape your grasp. Stowing or letting go of the dagger ends this effect.

Guidestone Compass

Wondrous Item, Very Rare (Requires Attunement)

This compass is a palm-sized mechanical device made of gold, with a needle made of pure cosmium visible in its face. When activated, the mechanical pieces separate and are suspended in the air around the needle, held together by a magical magnetic field of cosmium energy.

As an action, you can name a location you are familiar with to activate the compass, or deactivate it. When activated, the needle guides the user along the shortest route to the named destination, as though with the *find the path* spell.

Jade Armor

Medium or Heavy Armor (but not Hide), Uncommon (Requires Attunement)

This armor is made from jade, a bright green precious stone, molded by a jadecraft artisan of the River Heralds.

When you are hit by an attack while wearing this armor, you can use your reaction to cause the armor to breakaway, immediately doffing it. You suffer no damage or magical effects from the triggering attack.

Once the armor has been doffed in this way, it must be repaired by a character proficient with smith's tools during a long rest.

Jadelight

Wondrous Item, Common (Requires Attunement)

A jadelight is a Tiny fragment of jade, a bright green precious stone, molded by a jadecraft artisan of the River Heralds. While attuned to it, you can use your action to throw the jadelight into the air, causing it to hover and follow you at a distance of 2 feet. While following you, it casts bright light in 20-foot radius and dim light for an additional 20 feet. You can use an action to seize and stow the jadelight.

Kinjalli Stone

Wondrous Item, Common

These small, white stones are often used by people of the Sun Empire in place of torches. As a bonus action, you can offer the stone a prayer to Kinjalli to activate or deactivate it. While active, the stone emits bright light in a 20-foot radius and dim light for an additional 20 feet.

A vampire that starts its turn in the active stone's bright light must succeed on a DC 10 Constitution saving throw or take 1d4 radiant damage.

Macuahuitl

Weapon (Longsword), Uncommon

This sword is made from intricately carved laminated wood, and is inset with jagged teeth of obsidian.

You have a +1 bonus to attack and damage rolls made with this longsword. When you hit a Plant creature with an attack using this magic weapon, it deals an extra 2d6 damage.

While holding the weapon, you have advantage on ability checks you make to clear plants and undergrowth from your path.

Pirate's Cutlass

Weapon (Shortsword), Uncommon

This shortsword is a terrifying weapon with a serrated edge.

You have a +1 bonus to attack and damage rolls made with this magic weapon. While brandishing it, you have advantage on Charisma (Intimidation) checks.

Primal Amulet

Wondrous Item, Uncommon

This beaded jade necklace bears an ancient symbol of the River Heralds. While wearing it, you can use an action to cast one of the following spells from it: *speak with animals*, *locate object*, or *pass without trace*. Once you have cast a spell from the the necklace, you can't cast that spell with it again until the next dawn.

Prying Blade

Weapon (Dagger, Longsword, Shortsword, or Sickle), Uncommon

This blade has a hook on its end, making it useful on board a ship or as a cutting tool in the wilderness.

You have a +1 bonus to attack and damage rolls made with this magic weapon. While wielding it, you have advantage on Strength (Athletics) checks you make to climb or to end the restrained condition on yourself.

BRUCE BRENNEISE

Sorcerous Spyglass

Wondrous Item, Rare

This elegant brass spyglass features an intricate lens mechanism. While looking through it, you advantage on Wisdom (Perception) checks to detect things that can be seen. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across. In addition, you can view magical auras while looking through the spyglass, as if under the effect of a *detect magic* spell.

Tarrian's Soulcleaver

Weapon (Lance), Artifact (Requires Attunement)

This lance was wielded by venerable Tarrian, deemed a heretic by the Church of Dusk for his reverent writings on Aclazotz, the bat god of night.

You have a +1 bonus to attack and damage rolls made with this lance. It also functions as a *sword of life stealing*.

Curse. The lance is cursed with the bloodlust of Tarrian, and becoming attuned to it extends the curse to you. Until the curse is broken with the *remove curse* spell or similar magic, you must drink 1/2 liter of blood each day or suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by drinking at least 1/2 liter of blood.

Tarrian's Jounral

Wondrous Item, Artifact

This aging leather tome contains the ancient writings of venerable Tarrian, officially deemed a heretic for his reverent writings on Aclazotz. The journal contains sixty bloodstained pages of yellowing vellum. Its contents are written in the Vampire language.

The journal contains directions to the Temple of Aclazotz in the mountains on the South side of the continent, and to the hidden Tomb of Aclazotz that grants access to the Lost Caverns. It speaks at length on Aclazotz and the history of his worship.

Referencing the journal grants advantage on Intelligence checks you make to recall or understand information regarding Aclazotz, the vampires of Ixalan, or the Church of Dusk.

The Grim Captain's Locker

Wondrous Item, Artifact

This unassuming wooden chest is held shut with old rope and has carvings of sea monsters on its sides. It is waterlogged and covered with seaweed and barnacles. According to legend, it holds the souls of the crew of The Grim Captain, an enigmatic figure of pirate legend, said to be a horrible undead abomination.

The chest is 2½ feet long, 1½ feet wide, and 1 foot tall. If opened, it emits eerie purple shafts of light reminiscent of tentacles, and horrible drowning noises can be heard coming from inside. If a creature reaches their hand into the chest, the chest absorbs the creature's soul. The body left behind has the unconscious condition and is in a state of suspended animation, it doesn't need food or air and doesn't age.

The chest can have any number of souls trapped within. When found, it has 12 souls of ancient pirates who served on the Grim Captain's vessel. While holding the open chest, a creature can use its action to release a soul within into the corpse of a creature within 30 feet of the chest. The corpse rises as a **zombie** or **skeleton**, and has all the memories and personality of the soul within.

The souls of the original pirates respect the Locker, but you have no special ability to influence them, and they are free to act as the DM deems appropriate.

Vehicles

This chapter provides description of various water vehicles and rules that can be used when running adventures aboard them.

Purchasing Vehicles

Certain vehicles can be purchased during an adventure or campaign in Ixalan using the prices in the Vehicles for Sale table. Ships are normally sold by the Legion of Dusk and the Brazen Coalition.

Vehicles for Sale

Vehicle	Cost
Galleon	30,000gp
Dreadnought	25,000gp
Flagship	10,000gp
Schooner	3,000gp

Crew

The standard crew for a seafaring vessel includes one captain to give orders, a bosun to lead repairs and maintenance, a quartermaster to plot the ship's course, and one or more crew members to operate its weapons. Some ships carry extra crew, such as troops or passengers.

A good quartermaster typically charges at least 50 gp per day to plot a vessel's course.

Ship-to-Ship Combat

The following rules are designed to make ship-to-ship combat simple yet exciting.

Initiative

The *Dungeon Master's Guide* presents a variant rule called Side Initiative, which is ideal for ship-to-ship engagements, since it saves you the trouble of tracking initiative for individual creatures aboard each ship.

Moving And Steering a Ship

A captain at the helm can move and steer the ship without expending their own actions or movement. On their turn, the captain determines how far the ship moves (up to its maximum speed) and decides whether to approach another ship or put more distance between the two.

On its turn, a ship can be turned and reoriented so that all its weapons can aim and fire at any target within range, regardless of where they're situated on the deck.

Attacking

A ship's weapon typically takes one or more actions to use. Multiple characters working together can use their actions on their turns to fire ship weapons. The number of actions a ship's weapons takes to use, and other weapon properties, are found with the ship's statistics.

Boarding

When one ship moves to within 5 feet of another ship, the spelljammer or pilot of the moving ship can maneuver it alongside the other ship, enabling creatures to move safely from one ship's deck to the other ship's deck until one of the ships pulls away from the other.

The *Dungeon Master's Guide* presents rules for Handling Mobs, which is ideal for managing a ship's entire crew in combat, especially as larger ships often host dozens of sailors.

Crashing

A captain can run their ship into another object or a creature by moving the ship into the target's space and making a special attack roll (1d20 + the spelljammer's proficiency bonus) against the target's AC. If the attack roll hits, a crash occurs; otherwise, the target moves out of the ship's path, avoiding the crash. If the DM decides that a crash is unavoidable, the crash occurs automatically.

When a ship crashes into something that could reasonably damage it, both the ship and the creature or object it struck take bludgeoning damage based on the size of the struck object, as shown in the Crash Damage table. If the ship runs into something that doesn't have hit points (such as a shore), apply the damage only to the ship. The ship stops after crashing into a Gargantuan or immovable creature or object; otherwise, the ship can continue moving if it has any movement left, and whatever it struck moves to the nearest unoccupied space that isn't in the ship's path.

Crash Damage

Size	Crash Damage
Small	1d6
Medium	1d8
Large	4d8
Huge	8d8
Gargantuan	16d8

Ship Repairs

Nonmagical repairs to a damaged ship can be made while the vessel is berthed ashore. Repairing 1 hit point of damage to a berthed ship takes 1 day and costs 20 gp for materials and labor. Damage to shipboard weapons can be repaired just as quickly, but at half the cost (10 gp per hit point).

The *mending* spell is a cheaper, less time-consuming way to make repairs. Casting *mending* on a damaged ship or shipboard weapon restores a number of hit points to the target equal to 1d8 plus the spellcaster's spellcasting ability modifier. The target can regain hit points from that spell no more than once per hour.

Galleon

Galleons are long vessels that rely on sails and sizable rowing crews to move. These ships can carry siege weapons and soldiers to war or transport large amounts of cargo for merchants. No matter the ship's purpose, the crew almost always hires extra protection, since galleys make large, cargo-rich targets for pirates.

Galleon Summary

Armor Class: 15 (wood)	**Cargo:** 150 tons
Hit Points: 500	**Crew:** 80
Damage Threshold: 20	**Keel/Beam:** 130 ft./20 ft.
Speed: swim 40 ft. (4 mph)	**Cost:** 30,000gp

1 Firecannon (Crew: 3)

Armor Class: 19
Hit Points: 75
Cost: 2,000gp (firecannon), 5gp (cannon ball)

It takes 1 action to load a firecannon, 1 action to aim it, and 1 action to fire it.

Cannon Ball. *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

2 Ballistas (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50gp (ballista), 5gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

1 Mangonel (Crew: 5)

Armor Class: 15
Hit Points: 100
Cost: 100gp (mangonel), — (stone)

It takes 2 actions to load a mangonel, 2 actions to aim it, and 1 action to fire it.

Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Naval Ram

Armor Class: 19
Hit Points: 100
Cost: — (included in ship cost)

When the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter), it has advantage on the attack roll, and any damage it takes from the crash is applied to the naval ram rather than to the ship.

Dreadnought

Dreadnoughts are warships; slow, heavily armed vessels capable of taking on large amounts of cargo.

Dreadnought Summary

Armor Class: 15 (wood)	**Cargo:** 200 tons
Hit Points: 500	**Crew:** 40
Damage Threshold: 20	**Keel/Beam:** 100 ft./20 ft.
Speed: swim 40 ft. (4 mph)	**Cost:** 25,000gp

2 Firecannons (Crew: 3 Each)

Armor Class: 19
Hit Points: 75
Cost: 2,000gp (firecannon), 5gp (cannon ball)

It takes 1 action to load a firecannon, 1 action to aim it, and 1 action to fire it.

Cannon Ball. *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

2 Mangonels (Crew: 5 Each)

Armor Class: 15
Hit Points: 100
Cost: 100gp (mangonel), — (stone)

It takes 2 actions to load a mangonel, 2 actions to aim it, and 1 action to fire it.

Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Naval Ram

Armor Class: 19
Hit Points: 100
Cost: — (included in ship cost)

When the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter), it has advantage on the attack roll, and any damage it takes from the crash is applied to the naval ram rather than to the ship.

Flagship

Flagships are fast-moving designs focused on travel, and often the forerunner of a fleet. The size of a flagship makes it easy for troops to get on and off quickly, making it the perfect ship for engaging in surprise strikes.

Flagship Summary

Armor Class: 15 (wood)	**Cargo:** 100 tons
Hit Points: 300	**Crew:** 30
Damage Threshold: 15	**Keel/Beam:** 100 ft./20 ft.
Speed: swim 50 ft. (5 mph)	**Cost:** 10,000gp

1 Ballista (Crew: 3)

Armor Class: 15
Hit Points: 50
Cost: 50gp (ballista), 5gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

1 Mangonels (Crew: 5)

Armor Class: 15
Hit Points: 100
Cost: 100gp (mangonel), — (stone)

It takes 2 actions to load a mangonel, 2 actions to aim it, and 1 action to fire it.

Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Schooner

One of the smallest sailing vessels, schooners can be sailed or rowed by a handful of crew. These ships often transport small amounts of cargo or passengers. They're perfect for pleasure cruises, as they're easier and less expensive to operate than larger vessels.

Schooner Summary

Armor Class: 15 (wood)	**Cargo:** 0.5 tons
Hit Points: 100	**Crew:** 3
Damage Threshold: 10	**Keel/Beam:** 60 ft./20 ft.
Speed: swim 30 ft. (3 mph)	**Cost:** 3,000gp

1 Ballista (Crew: 3)

Armor Class: 15
Hit Points: 50
Cost: 50gp (ballista), 5gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Bestiary

This chapter presents a number of unique monsters and NPCs who can be found throughout Ixalan. The Ixalan Creatures table below lists every creature in this chapter, along with that creature's type and challenge rating (CR). The creatures in this table are organized alphabetically.

Using a Stat Block

This chapter is a companion to the *Monster Manual* and adopts a similar presentation. If you are unfamiliar with the monster stat block format, please read the introduction of the *Monster Manual* before proceeding further. That book explains stat block terminology and gives rules for various monster traits, information which isn't repeated here.

Unusual Attacks and Magic

In this chapter you will find some weapons and spellcasting that function in atypical ways. These exceptions are features of a stat block and represent how a particular creature uses weapons and casts spells; these exceptions have no effect for how weapons and spells function for someone else.

Meeting Prerequisites

Additionally, if a stat block contains the name of a class in the creature's name or in parentheses under the name, the creature is considered a member of that class for the purpose of meeting prerequisites for magic items.

Ixalan Creatures

Creature	Creature Type	CR
Angel of the Core	Celestial	0
Bedrock Tortoise	Beast	0
Blight Keeper	Fiend	0
Capybara	Beast	0
Chupacabra	Monstrosity	0
Coati	Beast	0
Coatl	Celestial	0
Demon	Fiend	0
Dinosaurs		
Dryad	Elemental	0
Fleet Swallower	Beast	0
Gnome	Construct	0
Goblins		
Harpy	Monstrosity	0
Llama	Beast	0

Ixalan Creatures (contd.)

Creature	Creature Type	CR
Malamet		
Merfolk		
Mycoid		
Oltec		
Parrot Griffin	Monstrosity	0
Pirates		
Poison Dart Frog	aaa	0
Siren	Humanoid	0
Sunbird	Elemental	0
Trilobite	Beast	0
Vampires		

Work In Progress

To expediate the release of this guide, this section is currently still under construction. Please check back soon for the full bestiary. Feel free to follow along with progress at Patreon or Reddit.

VICTOR ADAME MINGUEZ

Angel of the Core

Deva

Medium Celestial, lawful good

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9
Skills Insight +9, Perception +9
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)
Proficiency Bonus +4

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*
1/day each: *commune*, *raise dead*

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

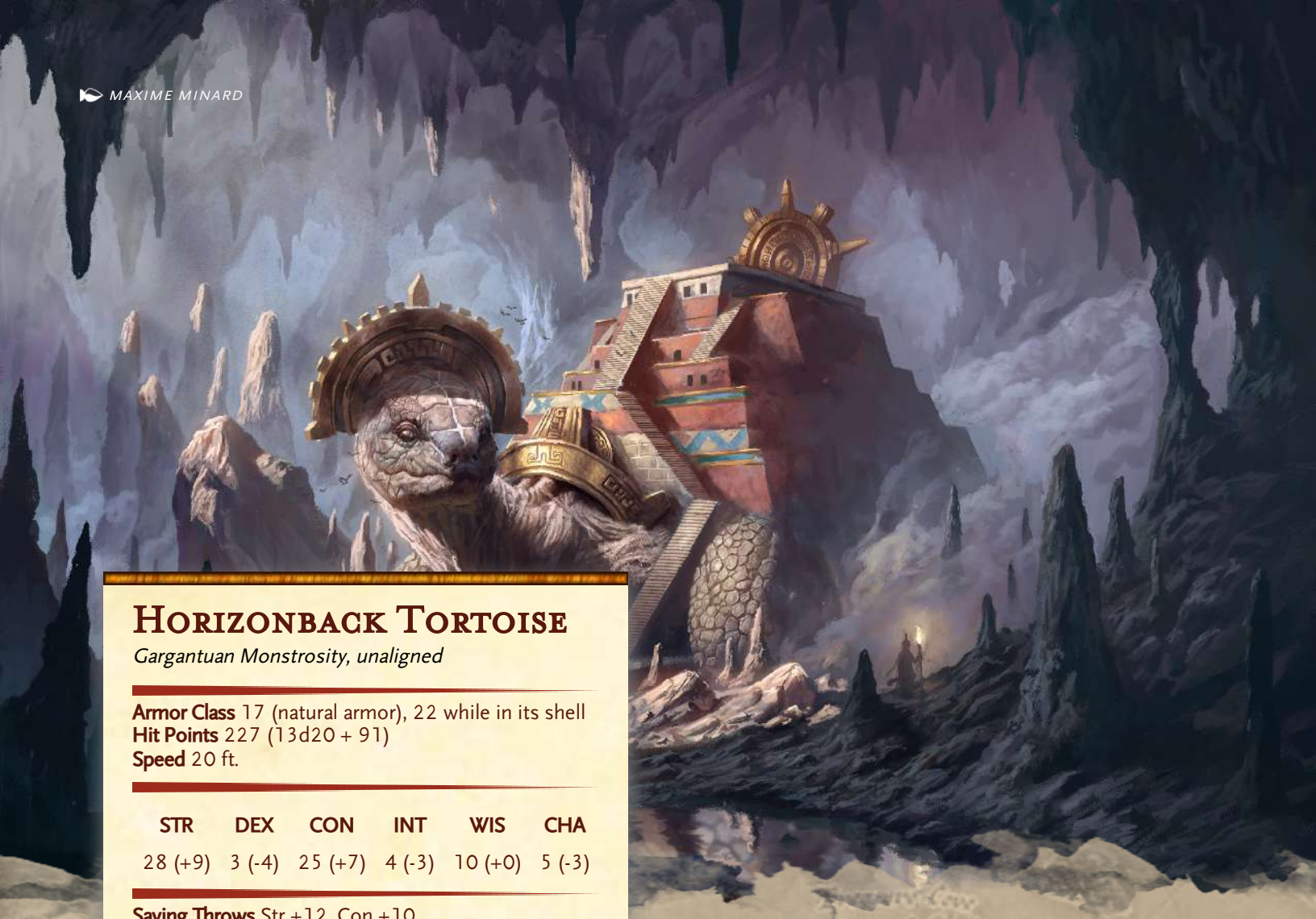
Actions

Multiattack. The deva makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).
In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.



Horizonback Tortoise

Gargantuan Monstrosity, unaligned

Armor Class 17 (natural armor), 22 while in its shell
Hit Points 227 (13d20 + 91)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	3 (-4)	25 (+7)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Str +12, Con +10
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft, passive Perception 10
Languages understands Goblin but can't speak
Challenge 8 (3,900 XP)
Proficiency Bonus +3

Amphibious. The tortoise can breathe air and water.

Massive Frame. The tortoise can carry up to 20,000 pounds of weight atop its shell, but moves at half speed if the weight exceeds 10,000 pounds.
Medium or smaller creatures can move underneath the tortoise while it's not prone.
Any creature under the tortoise when it falls prone is grappled (escape DC 18). Until the grapple ends, the creature is prone and restrained.

Actions

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (3d12 + 9) bludgeoning damage.

Shell Defense (Recharge 4–6). The tortoise withdraws into its shell, falls prone, and gains a +5 bonus to AC. While the tortoise is in its shell, its speed is 0 and can't increase. The tortoise can emerge from its shell as an action, whereupon it is no longer prone.

Imp

Tiny Fiend (Devil), lawful evil

Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)
Proficiency Bonus +2

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

ILSE GORT

Capybara

DAARKEN

Chupacabra

ALESSANDRA PISANO

Coati

SHREYA SHETTY

Coatl

ZACK STELLA

Demon

Dinosaurs

Aegisaur

Aerosaur

Armasaur

Ceratops

Dracosaur

Dreadmaw

Frilled Deathspitter

Hammerskull

Raptor

Sailback

Scion of Calamity

Dryad

TOMASZ JEDRUSZEK

Fleet Swallower

Gnome

TOMEK LAREK

Goblins

Ixalan Goblin

Deep Goblin

Harpy

High and Dry
Spitfire Bastion
Pachatupa
Atzcan
Conquerer's Foothold
Adanto
STORMWRECK SEA

Llama

NICHOLAS GREGORY

Malamet

Merfolk

River Merfolk

Jungle Merfolk

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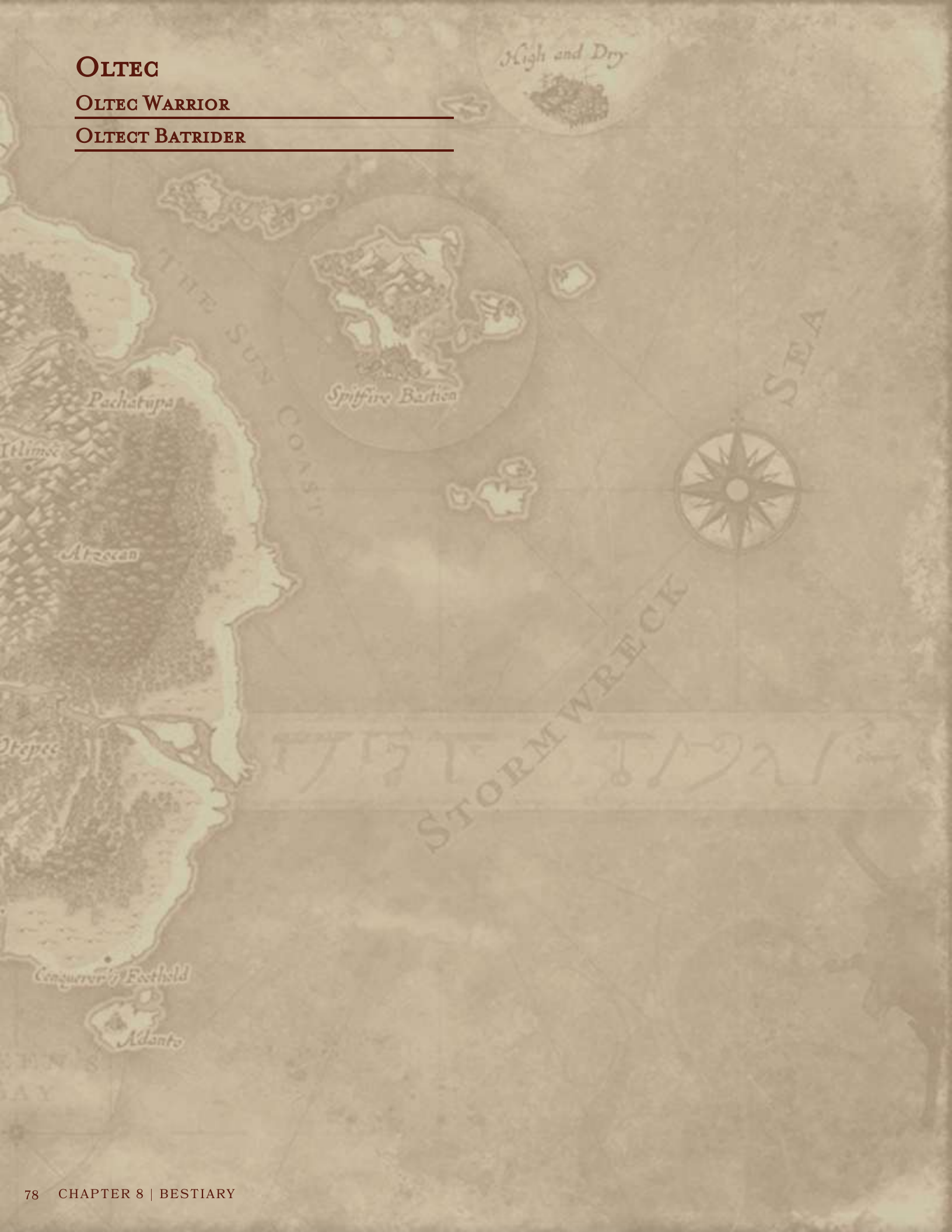
Mycoid

The Mycotyrant

Oltec

Oltec Warrior

Oltect Batrider

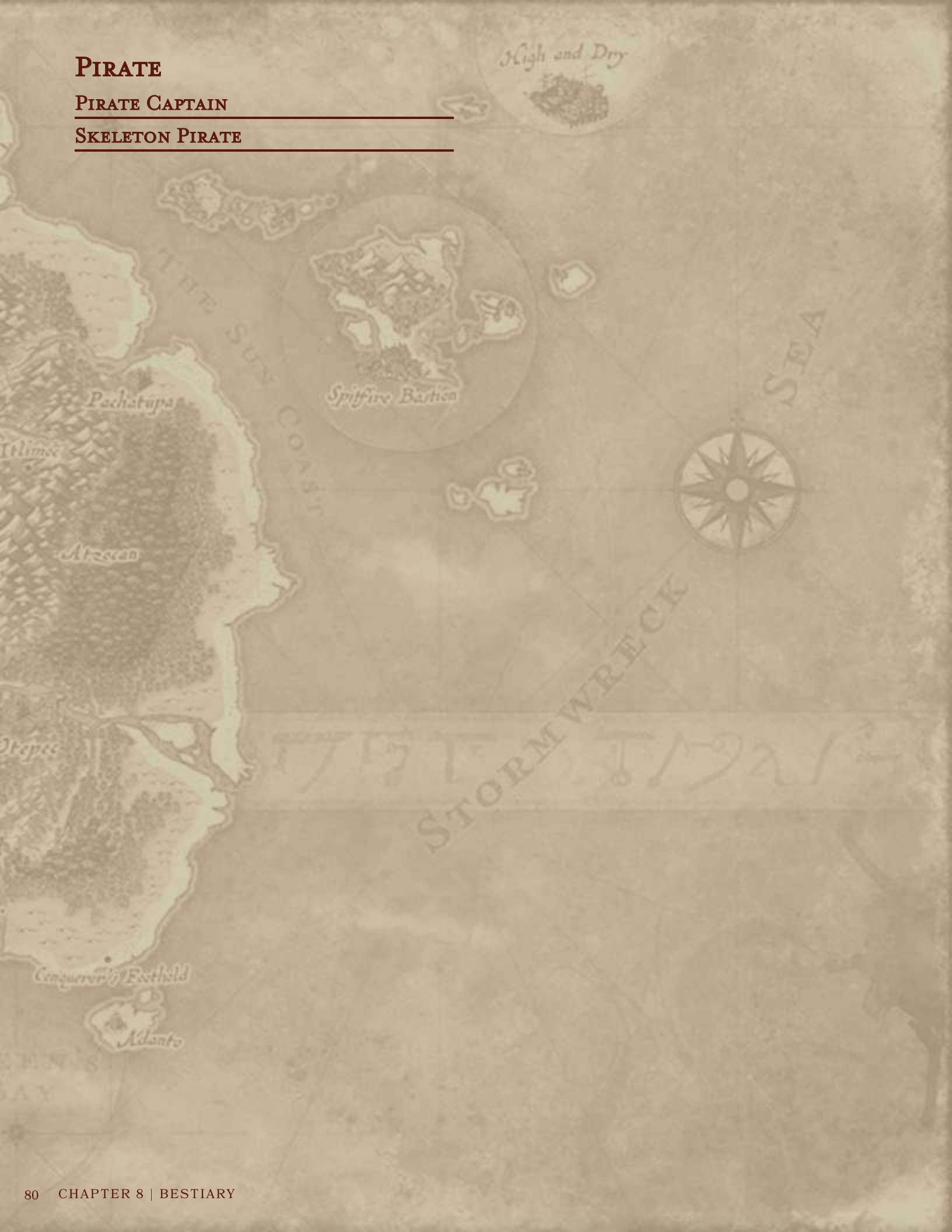


Parrot Griffin

Pirate

Pirate Captain

Skeleton Pirate



Poison Dart Frog

CHRIS RALLIS

Siren

Sunbird

YW TANG

Trilobite

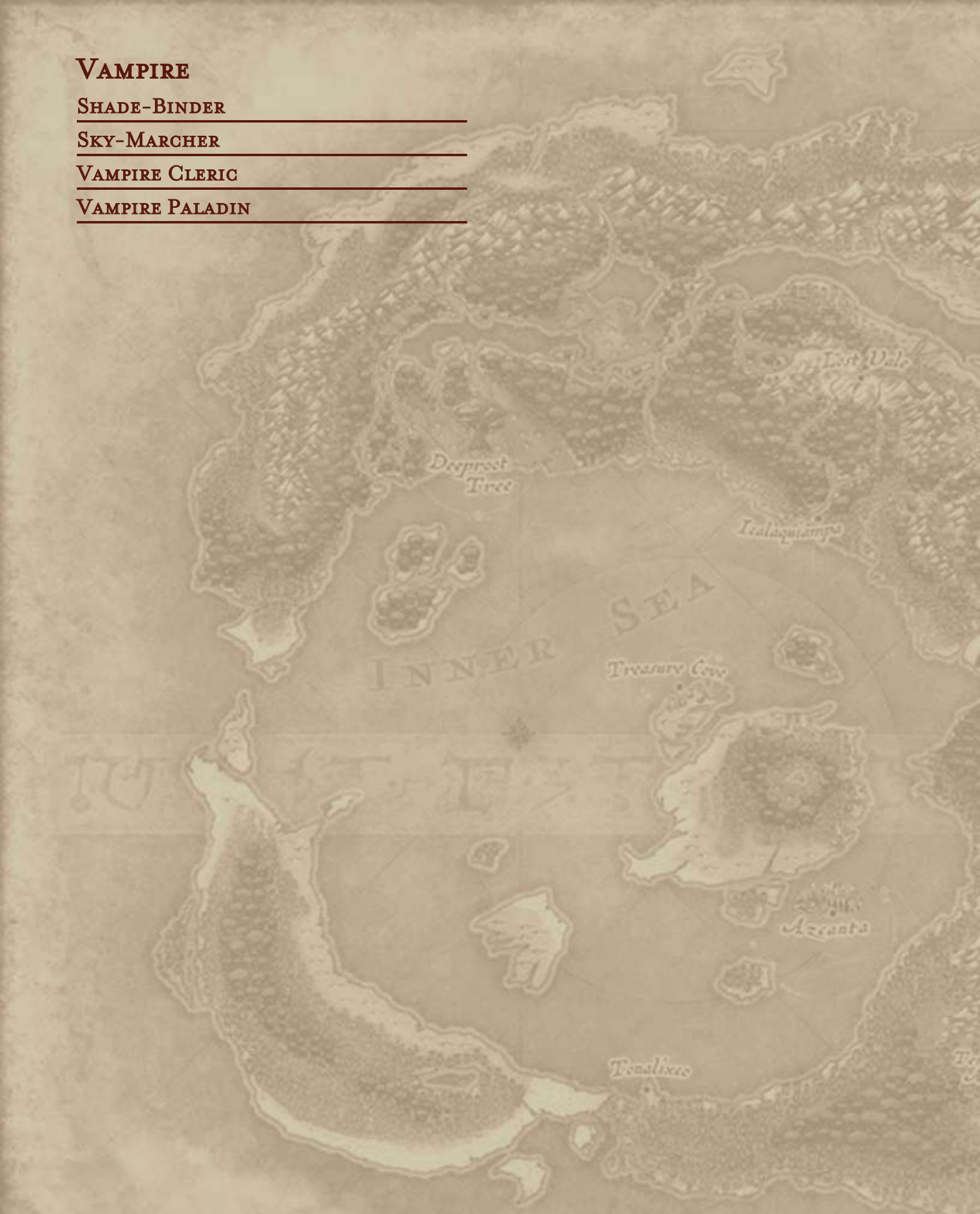
Vampire

Shade-Binder

Sky-Marcher

Vampire Cleric

Vampire Paladin



Brave the Unknown

Huge thank you to all of my supporters and my personal play group, and to James Wyatt for his work on the original *Plane Shift* supplements.

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For use with the fifth edition *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, and *Plane Shift: Ixalan* supplement

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